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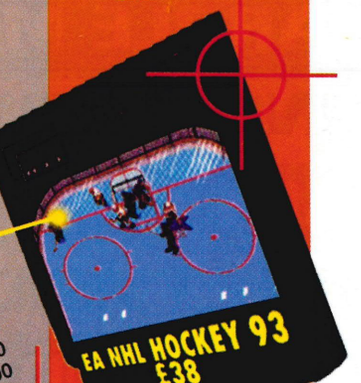

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COLOUR: COLOUR-TEC
DISTRIBUTED BY: BBC FRONTLINE
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Welcome to the first, mightily marvellous MEAN MACHINES/ MEGATECH MEGA TIPS magazine.

Containing massively detailed player guides for new and classic Megadrive games, we think this is the most comprehensive and detailed tips magazine ever produced. But we didn't stop at players guides - we've also got a large section devoted to mini-tips to help enhance your play, a Game Genie Code Section packed with special new codes for those with a Game Genie cartridge plus a full Megadrive review index which gives you the low-down on virtually every Megadrive game in existence.

We hope you enjoy this magazine - if you do, write in to MEAN MACHINES or MEGATECH at the editorial address in the Masthead and let us know. If we have enough demand, we'll be producing more tips magazines in the future. Anyway, on with the tips - so plug in those cartridges and prepare to become a master!

JAZ RIGNALL

THE SCENE

The evil Dr. Ivo Robotnik has captured Sonic's wildlife pals and is turning them into evil robotic contraptions! Sonic has to free his buddies with his blazing speed and his Super Sonic Spin Attack. So go, go go!

SCORING

Each stage of the game is called a Zone, and each Zone is broken down into three Acts. During an Act, you score 100 points for defeating an enemy. At the end of an Act, you get two Bonuses: the Time Bonus and the Ring Bonus.

The Time Bonus is based on how long it takes you to complete an Act. Obviously, the faster you are, the bigger the Bonus.

The Ring Bonus is based on how many Rings you have when you finish the Act. The more Rings you have, the bigger the Bonus. With enough Rings, you can warp to the Secret Zone to get the Chaos Emerald. See Special Items below.

LIVES AND CONTINUES

Sonic starts with three lives and no continues! You earn extra lives by finding 1-UPs during the game. You earn continues by doing well in the Secret Zones.

In most Acts, it's possible to find one or more Lampposts. If Sonic touches it, and then dies later in the Act, he begins his next life next to the Lamppost, instead of starting at the beginning of the Act. However, the clock starts at whatever time it was at when you first touched the Lamppost. If you touch a Lamppost with the clock at 9:30, and then run out of time and die, you start by the Lamppost with the clock back at 9:30!

SONIC THE HEDGEHOG

SPECIAL ITEMS

While running through each Act, find Rings! As long as you have at least one Ring, you aren't hurt when you're attacked or hit by an enemy. However, when you're hit, all your Rings explode away from you! Grab as many as you can before they disappear!

Each Act has video monitors scattered throughout. Smash them to find Special Items!

Invincible protects you completely from enemy attacks for a short time.

1-UP gives you an extra life. You can also earn an extra life by collecting 100 Rings.

Power Sneakers make you run even faster than normal for a short time.

Shield absorbs one enemy hit, preventing you from losing all your Rings (or your life!).

Super Ring is equal to taking ten Rings.

Once during each Zone, you can enter the Secret Zone (provided you earn enough Rings during an Act). The Secret Zone has several Special Items of its own, in the form of blocks.

Bumper is a bouncy block.

Down slows down the rotation of the Zone.

Goal takes you out of the Zone, but the preferred way is to gather the Chaos Emerald!

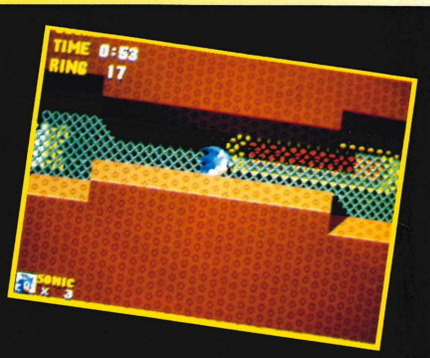
Jump Stand lets you jump from it.

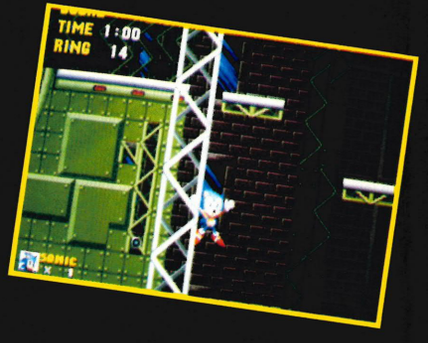
1-UP gives you an extra life.

Reverse causes the Zone to rotate in the opposite direction.

Up speeds up the rotation of the Zone.

The Chaos Emerald comes in six colours, one for each Zone. Gather all of them!





GENERAL TIPS

Grab those Rings! You're practically invincible as long as you've got a Ring in your paws. As you start to gather more Rings, play a bit more cautiously, so that you can work up to 100 Rings and earn another life.

If there's a Special Item or two in an area, you can reach it. Even if it may seem impossible, it can be done; you may just have to work hard to get to it!

The Time Bonus is nice, but it's even more fun to fully explore each Act. You have ten minutes to explore an Act before you lose a life, so take your time.

If you destroy more than one enemy on the same Spin Attack, the points start to multiply. Go for multiple hits to rack up extra points.

FRIENDS

Sonic's friends are now his enemies! Hit robots with the Spin Attack to turn them into normal creatures again (and score points).

ENEMIES

All of the robotic creatures are minor-league compared to Dr. Ivo Robotnik! At the end of each Zone, Sonic has to fight Dr. Robotnik. He'll get tougher in each Zone. Your ultimate goal is to defeat Robotnik in the Final Zone!

WEAPONS

Sonic doesn't need weaponry. He just prefers to do what he does best - run, jump and use the Super Sonic Spin Attack!

GREEN HILL ZONE

ENEMIES

Buzz Bomber: The most dangerous enemy of the Zone. Watch out for their bullets!

Chopper: These fish jump out of the water below log bridges. Never walk onto a log bridge; always Spin Attack to hit any Choppers that jump out at you.

Crabmeat: They shoot two small bullets.

Moto Bug: They move slowly, but they can hurt you! Take care of 'em with a Spin Attack.

Newtron: You can't hit them until they land on the ground and start zooming along.

ACT ONE

In this Act, you learn a trick to use throughout the Zone: how to spot hidden video monitors. Peek carefully at the branches of each tree. If you spot a small flicker, Spin Attack the branches. A monitor falls to the ground for you to open!

If you knock a monitor out of a tree, and then decide you didn't want it after all, walk in one direction until the monitor disappears off the screen. Return to the tree and the monitor is back up in the branches!

During this Act, you may have your first encounter with spikes. They're deadly! If you hit them, you bounce once and lose all your Rings, Bounce again and you lose a life! Avoid spikes whenever possible.

About halfway through the Act, you pass through two tunnels shaped like the letter S. (We'll call them S tunnels from here on).

The bonus areas are placed differently in each Act, so you have to learn where and when to jump.

If you've gathered 50 or more Rings during the Act, a huge Ring appears at the end of the Act. Touch the Ring to go into the Secret Zone! See The Secrets for the best way to beat the Secret Zone.

ACT TWO

This Act introduces smashable walls! To plough through them, get a running start, then Spin Attack and keep spinning along the ground. You roll into the wall and bust through!

This is the first Act in which you can earn lots of extra lives. To do this, find the Lamppost and touch it. Gather 100 Rings to earn a free life. Then get the 1-UP monitor placed on top of the loop. That's two lives earned. Now intentionally lose your current life! You start back at the Lamppost, one life richer than before. Repeat the procedure until you have a good amount of lives. You can "life-up" in several other Acts.

ACT THREE

The first tree in this Act holds an Invincible. Grab it to have an easy early going. Then search up and right to find a Shield.

You find Power Sneakers in the tree just to the right of the first Lamppost in the Act. Try them on and see how fast you can run!

There are two rotating platforms on this level, covered with spikes. If you travel high enough, you don't actually have to run over the first one. If you have to walk over it, move slowly, staying in the small spaces between the groups of spikes.

Between the first and second spiky platforms, find the Invincible. Then you can run over the second platform without being damaged.

At the end of this Act, you fight Dr. Robotnik! His attack ship has a huge mace attached to it. Hit his contraption with a Spin Attack, then run into the lower-left or lower-right corner of the screen and duck. Wait for his mace to swing over you, then hit him again. Repeat the attack until he blows up and flies off the screen!

When you beat Robotnik, run to the right and jump on the button atop the machine to release your friends!

ACT THREE

This Act combines the dangers of the previous two for the biggest challenge yet! At the start of the Act, you have a choice of entering two different tunnels. The left tunnel leads you to more Rings than the right tunnel, but the right tunnel takes you through the Act faster.

nik, take him apart with this strategy. When he flies at the ledge you're standing on, jump and Spin Attack. Then jump over to the opposite ledge. There are a few flames to dodge as you land, remnants of the firebombs Robotnik drops onto the ledges. Repeat the attack until he blows up! Then move to the right to free your pals!

▶

MARBLE ZONE

ENEMIES

Bat: When they sense you, they fly horizontally across the screen. Easy to Spin Attack or avoid.
Caterkiller: Very dangerous! Their only vulnerable spot is their head. Don't attack them unless you have to!

ACT ONE

As you run through the first part of this Act, you find a few new tricks to deal with.

Tunnels that lead underground are revealed and covered up again by the floating blocks. Go into the first tunnel for 30 Rings. Go into the second tunnel to wind your way into the next part of the Act.

A few of the grassy hills start to burn up when you jump onto them. Jump on and off these ledges quickly to avoid becoming roast hedgehog.

When you reach the spiked weight and the button, think about what you can do. After a moment, it becomes obvious; push the block onto the button to hold the weight up.

Near the end of the Act, watch out for fireballs spewing out of the lava pits. These fireballs become more common in later Acts.

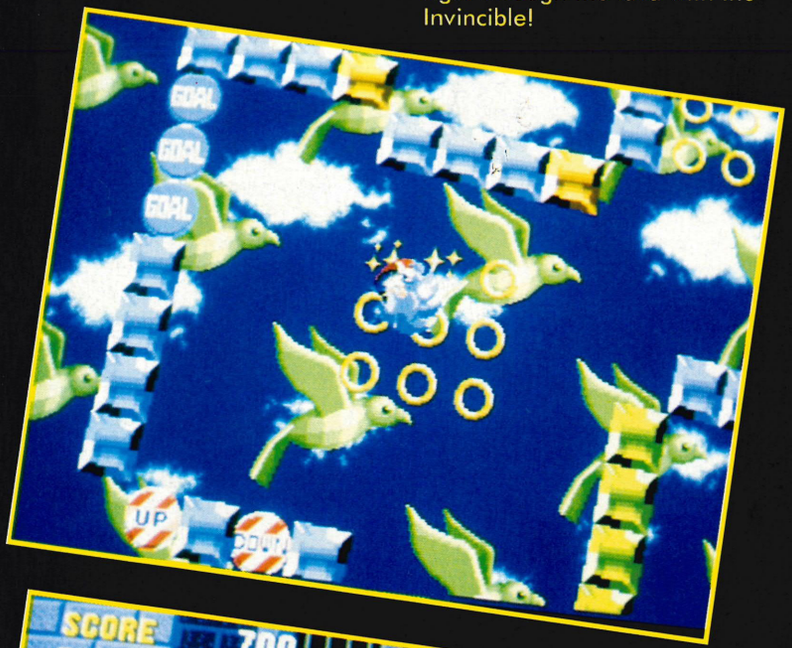
ACT TWO

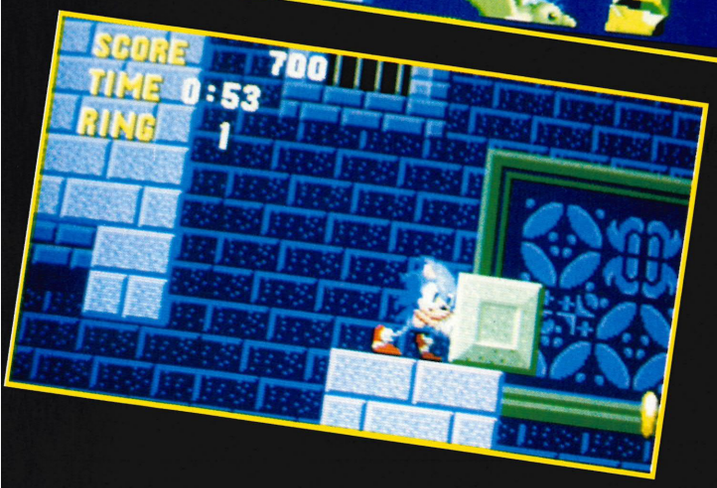
The lava gets harder to avoid in this Act. You have to pass lava falls and ride lava spouts to survive!

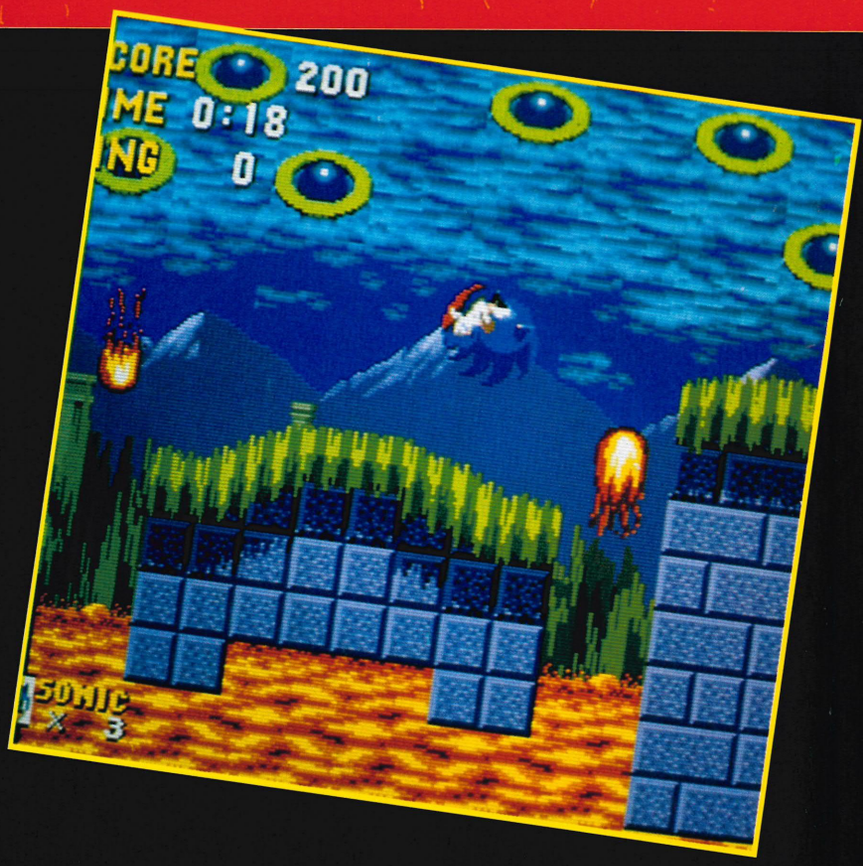
When you pass through the lava and come back up to the grass, run to the left to find a Lamppost and Super Ring. Then go to the right to continue your journey.

You find the entrance to the second part of the Act blocked off with blocks! Get through them with the Spin Attack. Don't just dig straight through; bounce off each and every block for maximum points.

When you reach the two lava falls, search left of them to find an Invincible monitor. You can run right through the lava with the Invincible!







SPRING YEARD ZONE

ENEMIES

Roller: This is the fastest-moving of Robotnik's creations. You can Spin Attack, but it's usually best to just avoid it!
Snail: Like the Caterkiller, its only weak spot is its head. This is one creature you should stay away from!

ACT ONE

The Spring Yard Zone is set up like a giant pinball machine, with bumpers and springs all over the place. Don't get too carried away, though, or you find yourself bumping into enemies and losing your precious Rings!

Early in the Act, you find a button and a platform. Jump on the button, then quickly board the platform to float up to the top of the Act, where there are Rings and other goodies to be had. If you miss the platform, run left into the tunnel, then return and the platform reappears for you to try again.

If you fall into the half-pipes with the rotating maces, run into the middle of the pipe and then jump onto the floating ledge before you get whacked!

ACT TWO

This Act is pretty straightforward. You can traverse along high pathways or go through the tunnels at the bottom of the Act. There are some great hidden items to find; check out The Secrets!

ACT THREE

Run quickly down the hill at the start of the Act to avoid the attacking creatures. From here, the Act leads straight ahead, with a single path (and a few secrets to discover) until you reach a series of floating platforms leading to the left. If you want, you can just jump over to the right and continue the Act, or jump from ledge to ledge and make your way back to the left. If you make all the jumps, your reward is 10 individual Rings.

Past the second Lamp-post, you find five long moving platforms. Don't bother jumping - just walk from one to the other when they converge. And don't fall, or you lose a life!

Speed is of the essence in your battle against Robotnik. His flying sphere hovers above you for a moment before flying down to spike one of the blocks on the ledge. He picks up the block and then breaks it into pieces.

Hit Robotnik while he's in the air, but be wary of him when he's spiking or breaking a brick. The faster you can destroy him, the more bricks you have left to stand on! Go to the right when he's gone and free your friends!

LABYRINTH ZONE

ENEMIES

Burrobot: You can just see the tips of their noses sticking out of the ground. Look for them and you won't be attacked by surprise!

Spike Spheres: These guys are surrounded by mini-maces. Don't try to attack them until they shoot away the maces, leaving themselves uncovered and vulnerable.

ACT ONE

Since so much of the Labyrinth Zone is underwater, you'd better know how to breathe! When you find an air pocket (a small group of bubbles), wait next to it until a large bubble comes out. Jump up and touch the big bubble. Sonic breathes deeply!

If you're having trouble getting past the swinging maces, there's a simple way to avoid them. Just stand at the base of the mace! It swings around you, but it won't hit you!

When you reach the platforms moving on rope pulleys, you have to reach a button on the right side of the room, above the water. To do this, simply jump up the platforms on the right. Each time you land a little higher, until you can jump over to the button and punch it.

ACT TWO

There's a huge room in this Act that has a closed door, but doesn't seem to have a button to open it! The button is hidden behind a video monitor. Use the red bumper to jump onto the ledges above the water, and smash the monitors until you find the button. Then move through the door, in the upper-right corner of the room (just above the fireball-breathing head!).

Watch out for the Invincible just past the Lamppost. There's a swinging mace attached to it!

ACT THREE

At the start, you slide continuously down a waterfall until you jump onto one of two ledges. Jump onto the ledge with the pink crystal first to get a Shield, then jump onto the next ledge (from the waterfall, of course) to find a button.

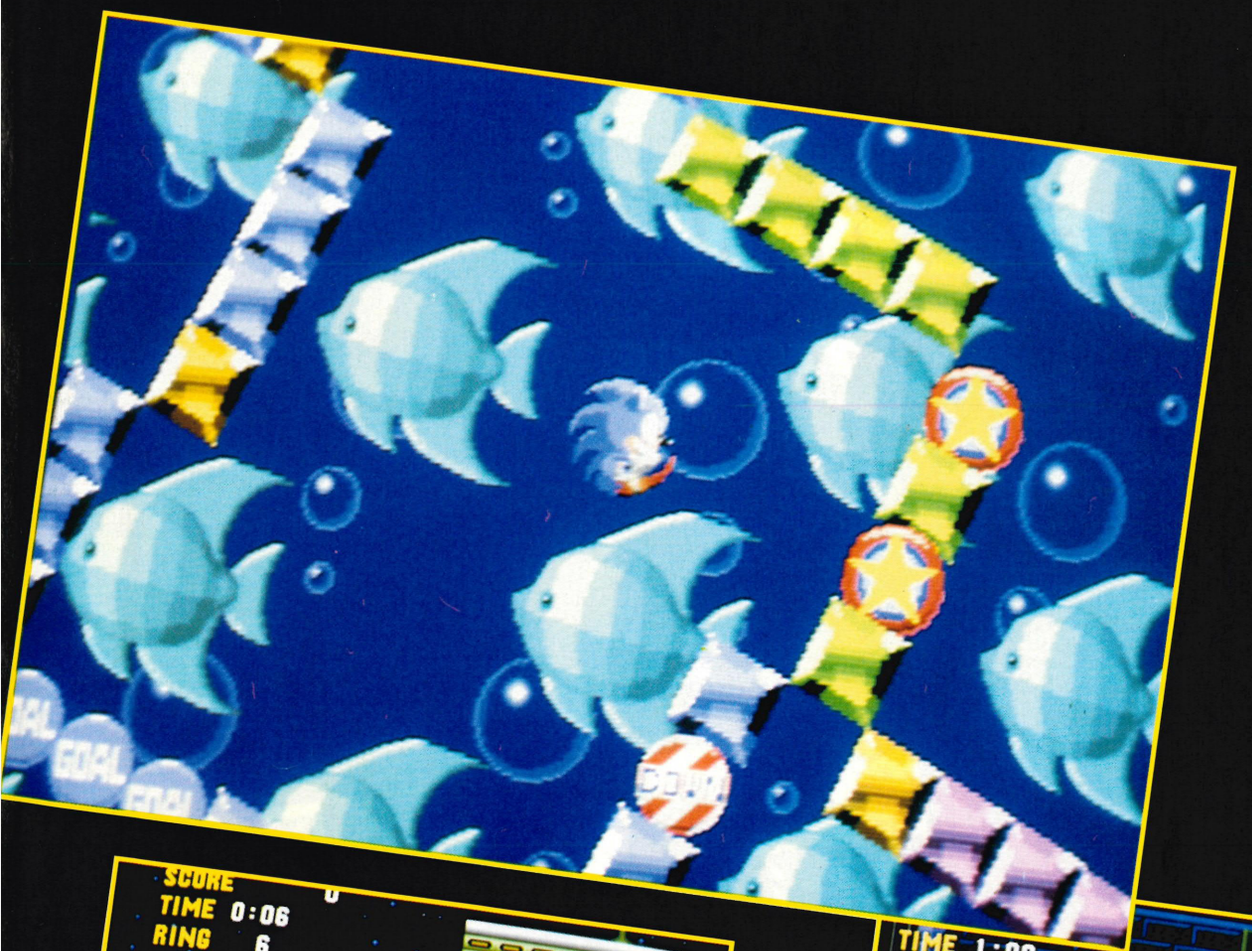
When you push the button, a door opens up to the right. Now jump across the waterfall and through the open door.

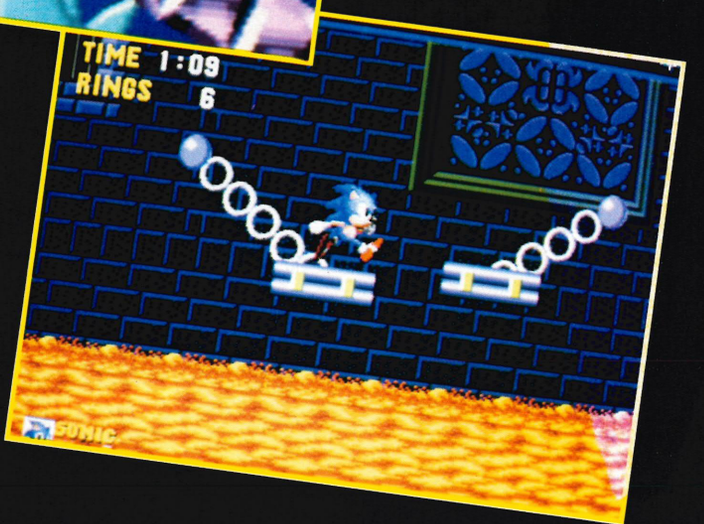
Later, you have the choice of falling down a small hole in the middle of four spikes, or going to the right.

If you go down the hole, you encounter a hair-raising tidal tunnel! When Sonic grabs onto the bar, slide him up or down to avoid the spikes, then press the button to let go.

If you continue to the right, you find a ledge-pulley area and a room filled with items - four Super Rings and a 1-UP! Search the left wall to find the room. The door to the room is open; you have to fall into the door from above.

You can't actually destroy Robotnik at the end of this level, although you can hit him once. The end is really a test of speed. Keep climbing and jumping up the shaft as fast as you can. Robotnik hovers at the top of the screen; just follow him to the end of the Zone. Watch out for the spikes as you move up!





STAR LIGHT ZONE

ENEMIES

Bombers: These guys start ticking when you get close, and eventually explode. Watch the fuses on the tops of their heads to know when they're about to blow!

ACT ONE

There are three different routes you can take through this Act: high, middle, and low. The high route gives you the most Rings; the middle route a decent number. The low route should be avoided, not only because it provides the least amount of Rings, but because it's also extremely dangerous. Fall off the bottom of the screen and you lose a life instantly!

The fireball cannons are pretty dangerous, but a simple trick keeps you safe from them - at least until you move! Walk up to the cannon and move against it! Sonic hugs the wall, and the fireballs pass through him!

ACT TWO

Only one route takes you to the 1-UP on this Act, and here it is. From the start, run to the right until you reach the collapsing ledges. Fall into the gap left by the ledges and continue moving to the right to reach an area with lots of Bombers, floating ledges leading up, and a ramp leading to the right.

Take the ramp to the right and keep going until you spot a ramp above you. Jump up to it and follow it along to an area with a Super Ring, Invincible, and 1-UP!

During this Act, you find a catapult with a mace on one side. Jump onto the clear side of the catapult, then move over to the side where the mace was. When the mace comes back down, you're shot up into the air! You can land on the same catapult several times, each time flying higher into the air.

When you reach a group of four floating platforms, ride them up and then jump to the right to find a group of five Super Rings! From here, it's just a short journey down and right to the end of the Act.

ACT THREE

Stay in the middle of the Act, using the catapults and ramps. You find a 1-UP and several Invincibles along the path. They aren't hidden; just look around and you find them easily.

Robotnik's got an elaborate set-up waiting at the end of this Zone. He flies above three catapults, dropping mace-bombs onto them. Jump onto the catapults and fling the bombs back up at Robotnik, or use them to bounce into the air and Spin Attack. Be wary of the mace-bombs, even when Robotnik has been defeated. You can still be hurt by them!

SCRAP BRAIN ZONE

ENEMIES

Ball Hog: This big pig shoots bouncing bombs out of its belly. Avoid the bombs and whack the Hog.

HEADLINE:ACT ONE

This Act is easily the most dangerous of all the ones you've visited so far. There seem to be new dangers at every turn!

Speaking of turns, there's a turning wheel at the beginning of the Act that determines what your path through the Act will be. If you hit the button and make the wheel rotate to the right, you're able to take the high path. If you enter the wheel when it's spinning left, you take the low path. The low path has more Rings, but it's also more dangerous. The high path has a Lamppost, which can be very helpful in a Zone like this!

Keep a close eye on the structures around you. Flamethrower nozzles, almost camouflaged into the metal, erupt at regular intervals. Don't get toasted!

If you're on the low path, watch out for the grinding wheels! These metal-mashers race onto the screen from the left, trying to cut you up! Get onto the highest part of the path so that the wheel passes underneath you.

ACT TWO

By using the wheels and buttons at the start of the Act, you can choose a middle or high path. Either path takes you to some Rings and Shields, but the upper path has a 1-UP along the way.

When you reach the end of Act 2, you'll find Dr. Robotnik behind a force field. Let him drop you down into the last Act!

ACT THREE

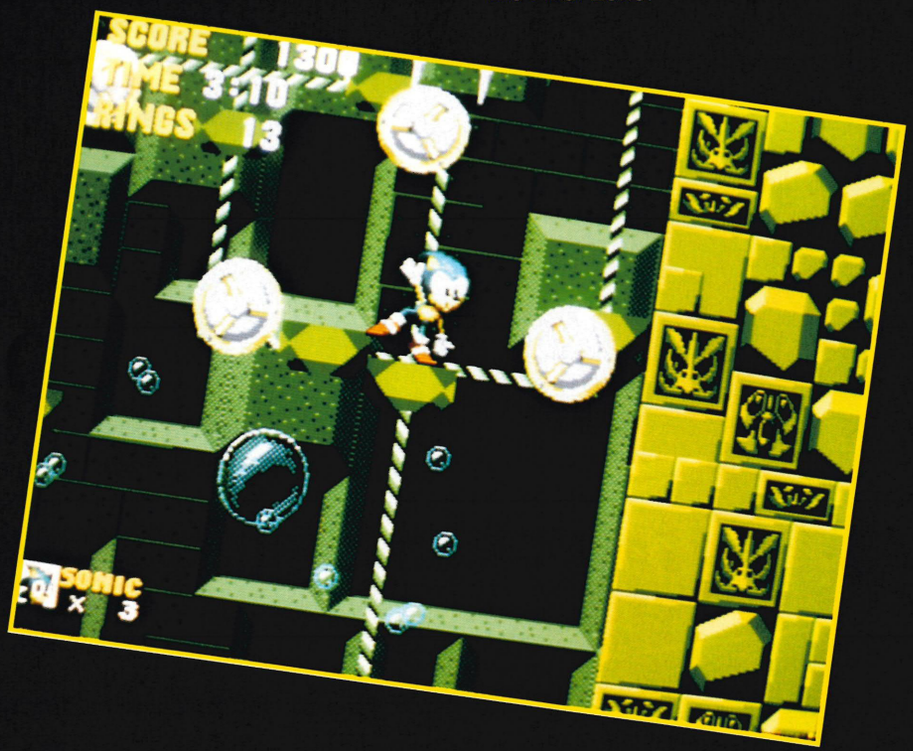
This Act doesn't look like the first two! In fact, it has a heavy resemblance to the Labyrinth Zone.

When you hit the button at the start of the Act, the bridge on the left moves down to another ledge. If you're quick, you can run off the left side of the bridge into a second path. The second path takes you to the Final Zone faster. The normal path has a 1-UP and several Lampposts along the way.

To get to the 1-UP, keep moving to the left in every area. The 1-UP is in a room about as far to the left as you can travel in this Act.

Once you've got your extra man, start moving to the right. You find air pockets are more scarce than they were in the Labyrinth Zone. Take a breath at every opportunity.

The first Lamppost is underwater; the second Lamppost is above water. Keep touching the posts and looking for a group of red springs. Hop off the springs to enter the Final Zone!



FINAL ZONE

The final battle with Robotnik is blessedly simple, especially after the Scrap Brain Zone! See the Secrets if you have problems defeating him. Good luck!

SECRETS

Green Hill Zone
Act One
Run through the double S loops as fast as you can. When you soar into the air, fly to the right and you fly into a group of floating Rings.
Act Two
Run to the left of the loop and break through the smashable wall. Move onto the lowest path of the Act and move to the right, staying as low as possible. When you find a red spring, use it to jump up and left. You land on top of the loop, where a 1-UP and many Rings are to be had.
Act Three
To exit the left side of the S tunnel, run to the right (around the loop) and find the red bumper. Hit the bumper and let yourself roll to the left, through the loop and up the S tunnel.
Find the floating ledges to the right of a high Lamppost. Jump onto the second ledge to the right of the Lamppost, then fall straight down to land on top of the loop and collect a 1-UP.
There's an Invincibility in one of the trees just before the fight with Robotnik. To get it, run at the tree from the left, on the flat ground, and jump into the tree before you start going down the hill.

Marble Zone
Act Two
When you reach the first lava fall, jump up and right to find a Shield and Super Ring.
Act Three
Find the spiked weight with a space the size of a single brick to its right. Jump into the shaft that the weight is falling into and run to the left through the wall. You enter a secret room with a 1-UP. From here, you can jump up and enter a tunnel in the left wall to run back to an earlier point in the Act, or you can return the way you came in the right tunnel.

Spring Yard Zone
Act One
At the start of the Act, bump off the red bumper and fly up the ramp. Hit the button to spin just before you fly off the ramp. Aim to the left and land on the floating platform. This is a tricky jump that requires good timing (and a little luck), so you may need to try several times. When you land on the platform, ride upward to a ledge with Super Rings, Red Sneakers and a 1-UP.
In the first shaft after the tunnel Lamppost, or the second shaft after the ledge Lamppost, jump off the yellow bumper and hug the right wall to enter a hidden tunnel. Run through the tunnel to gather some Rings.

Act Two
At the first group of six red bumpers, bounce off the rightmost bumper and hug the wall to enter a hidden tunnel. Walk to the right to hit a bumper that shoots you up a shaft full of Rings.
Travel along the lower path until you reach two red bumpers, one slightly higher than the other. Bounce off the bumper on the right and hug the wall to enter a hidden tunnel. Follow the tunnel to find Rings and a 1-UP.

Act Three
Bounce off the first group of red bumpers and jump up and right onto the floating platform. Ride the platform upward to Rings and an Invincible monitor.
In the middle of the Act, drop down the floating platforms. Jump against the left wall to go through a hidden tunnel into a room with ten Rings.
To the right of the first Lamppost, run down the ramp at full speed and let yourself fly up the right side of the ramp. At the top, push to the right to enter a secret room with an Invincible and Red Sneakers.

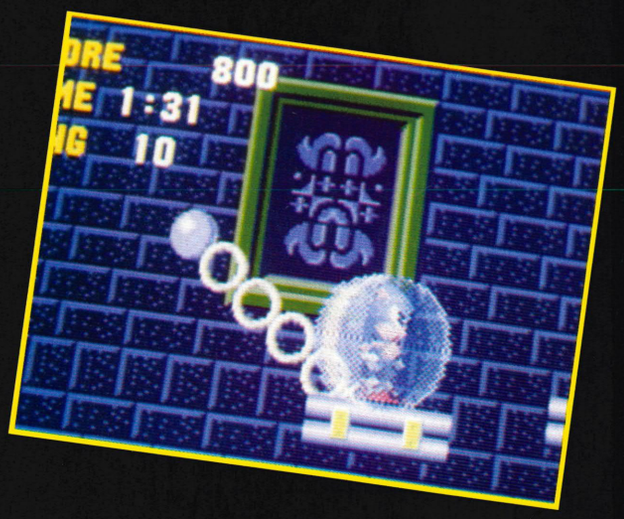
Labyrinth Zone
Act Three
There's a group of tightly spaced ledges past the Lamppost. Fall into the spaces and you land in an area with two Super Rings on the right side.

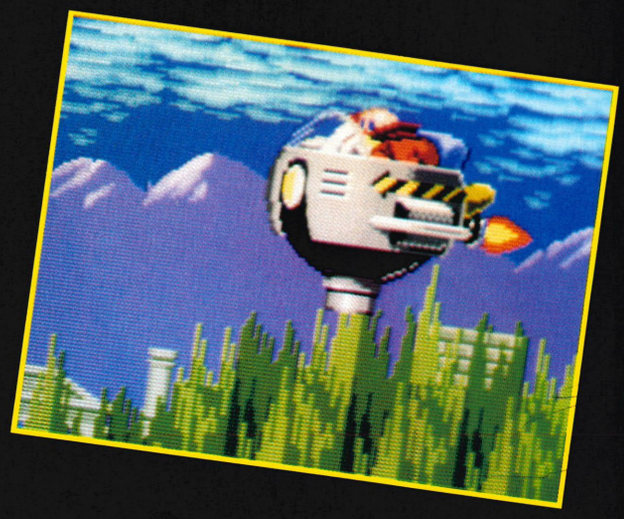
Star Light Zone
Act One
To get the 1-UP at the start of the Act, walk down the ramp until you reach the flat area. Then run back to the left, up the ramp again. You may have to jump to clear the steepest part of the ramp. When you walk back to the 1-UP, the blocks won't be covering it.

Scrap Brain Zone
Act Two
When you find an area of tightly-spaced disappearing blocks, drop down below the blocks to find a 1-UP and two Super Rings. Run all the way to the right to find disappearing blocks that lead up out of the area.

Final Zone
Run all the way to the far right of the screen and wait for Dr. Robotnik to attack. Two of the four metallic plungers come out of the walls, and one of the plungers has Dr. Robotnik inside. Sometimes, he's on the left side of the screen, blocked off by the empty plunger. If he's in the right-hand plunger, jump and hit him. Four sparks appear at the top of the screen. Move between the two that have the farthest space between them. When the sparks come down, stay between them and then jump back over to the right when they're almost off the screen. Robotnik repeats his plunger/spark pattern.
When you've hit Robotnik enough, he explodes yet again and then run to the right! Follow him by leaping over the wall. He gets into a ship and start to fly away! You don't have to hit him at this point, but give him a Spin Attack from below to let him know who he's dealing with! Now you return to the Green Hill Zone to see the ending sequence! Congratulations!

Secret Zone
Each of the Secret Zones is similar. Your goal is to get the Chaos Emerald. To do this, fall into the first large area of the Secret Zone. Look for a passageway with ghostly-looking Bumpers blocking it. Jump through the ghost Bumpers and you enter the Emerald's area!
To get to the Emerald, you have to bust through the crystals surrounding it. Each of the crystals takes several hits before it's destroyed. Work on one wall of crystals and keep at it until you bust through and get the Emerald!
If you manage to get all six Emeralds and beat the game, you'll get a special reward screen at the end of the game, in addition to the normal ending sequence.





DESERT

THE SCENE

The evil General Kilbaba has invaded a small Arab country and is threatening to start World War III. A single US helicopter has been sent to deal with Kilbaba with the best pilot in the Armed Forces behind the controls. That pilot is you.

SCORING

War is hell, but scoring points isn't. Points are awarded for accomplishing the four campaigns' missions. If you accomplish all the missions in a campaign, you'll advance to the next campaign. Complete all four campaigns and Kilbaba is defeated. However, not everything you do is worth points. Shooting your own soldiers or allowing Kilbaba to launch missiles deducts points.

LIVES AND CONTINUES

You start each campaign with three Apache choppers, and each Apache is equipped with 600 armour points. As you're blasted by the various weapons in Kilbaba's arsenal, the Apache's armour is depleted until a life is lost.

Apaches are also lost by running out of fuel. You begin the mission with 100 fuel units, but more is available via hidden caches within a level and these help keep the Apache from crashing. As with fuel replenishment, there are two ways to replenish your armour points: by carrying people to landing zones (see Friends), or by finding armour repair units (see Special Items).

There are no continues in Desert Strike, but a password system allows you to attempt the last mission.

SPECIAL ITEMS

When you find a special item, your co-pilot will lower the Apache's winch to grab the object as you hover above it. It takes a few moments to grab an item, so don't try to pick something up if there are enemy forces nearby!

The ammo crate gives you a full load of ammo for all of your weapons (Chain Gun, Hydra, and Hellfire).

The armour repair fully restores your Apache to 600 armour points, but is always hidden. There are also armour repairs and extra lives to be found in each campaign. There is one extra life in each of the first three campaigns, and three in the fourth campaign.

The fuel drums fill up your Apache to its maximum of 100 fuel units. The quick ladder speeds up the winch considerably - which allows you to pick up objects whilst moving. There is only one quick ladder in each campaign.

In campaign 1, all of the fuel drums and ammo crates are visible on the map screen. In campaigns 2 through to 4, though, only some are shown, and you'll have to search for hidden drums and crates by blasting at buildings. Special items such as the armour repair or quick ladder can only be found by "searching" in this manner, since they're not shown on the map screen.

WEAPONS:

Chain Gun

Power: 5
Maximum Load: 1178 Rounds
This weapon isn't very powerful, but fires rapidly and has plenty of ammunition. The chain gun is a good all-rounder and deals with most hazards (especially the ones that don't shoot back).

Hydra Missile

Power: 25
Maximum Load: 38 Missiles
This is a weak missile, but the Apache carries a sizable load of them. The Hydra is best used to finish off a ground target after you've softened it up with a Hellfire.

Hellfire Missile

Power: 100
Maximum Load: 8 Missiles
A devastating weapon, but your supply is limited. Save your Hellfires for the more powerful weapons in Kilbaba's arsenal.

STRIKE

ENEMIES

Kilbaba's army is equipped with a variety of attack vehicles and other weapons. Here are profiles of the most common enemies you'll come across.

AAA 30 MM Cannon
Armour: 50
Power: 20
A weak weapon. Stay at long range and pick it off with the Chain Gun before it swivels around to return fire.

AK47 Soldier
Armour: 10
Power: 5
This type of Soldier is armed with a puny machine gun. Blow him away!

Aphid Soldier
Armour: 25
Power: 75
These Soldiers carry the wicked Aphid shoulder-launched missile. Kill them quick!

Crotale Mobile SAM Launcher
Armour: 250
Power: 150
Even nastier than the M48. Thank your lucky stars this sucker doesn't show up until the final campaign.

Hind Helicopter
Armour: 150
Power: 100
Inferior Russkie choppers - watch your tail!

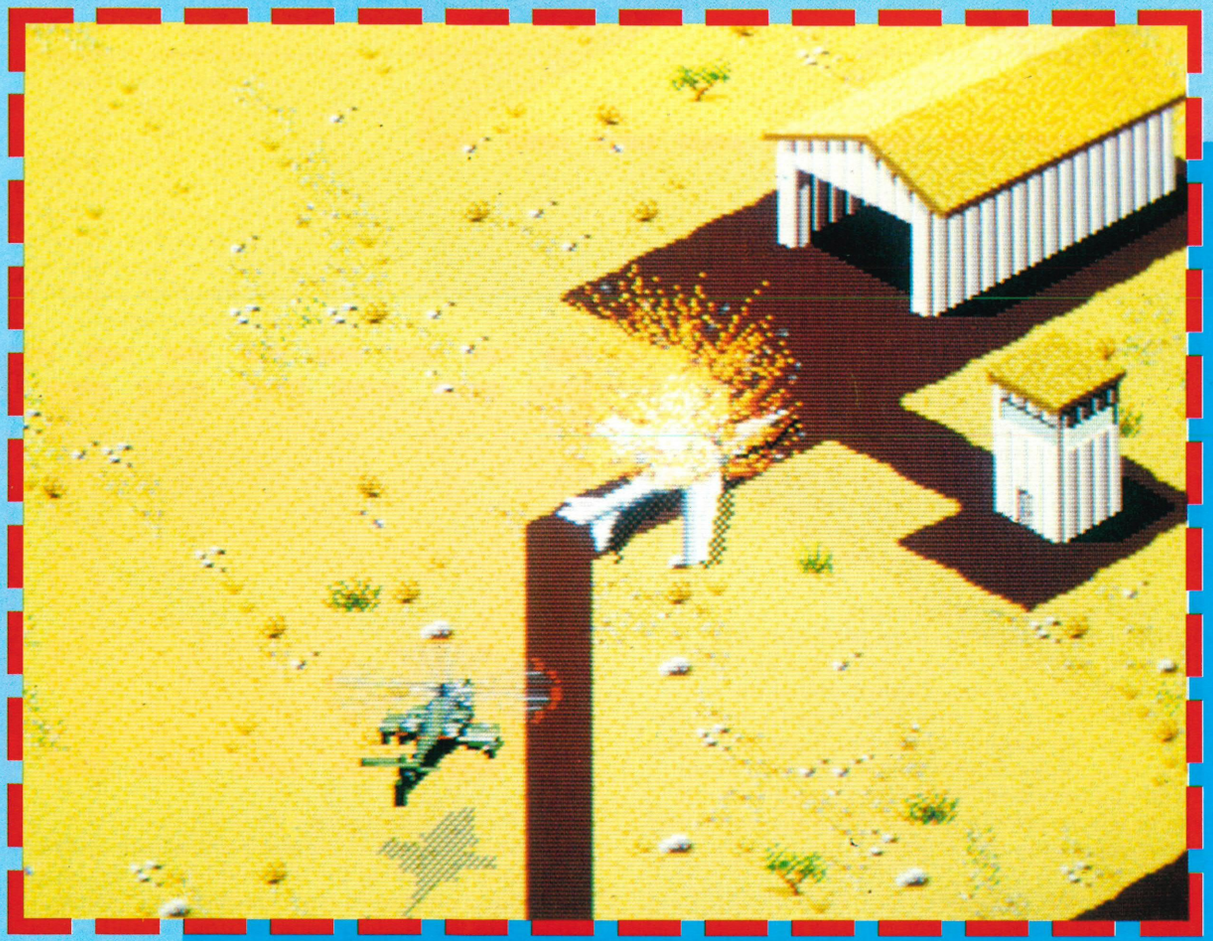
M48 Mobile SAM Launcher
Armour: 200
Power: 100
A very tough target. It has a slow reload time, so make the most of its inactivity by hitting it with two Hellfires.

Rapier SAM
Armour: 75
Power: 100
Rapiers rarely miss. Your best bet is to sneak up from behind and blow it away with Hydras before it can shoot at you.

Speedboat
Armour: 150
Power: 50
A few Hydras will sink these annoying boats in a hurry.

VDA 20MM Cannon
Armour: 100
Power: 25
This baby doesn't have a lot of firepower, but its rapid shooting rate makes up for its lack of punch.

ZSU-23-4 23MM Cannon
Armour: 150
Power: 40
A nasty opponent. Attack them from behind and use a quick combination of a Hellfire and two Hydras to destroy them.



FRIENDS

Your most important friend in Desert Strike is your co-pilot. Initially, there are four back-seaters to choose from at the start of the first campaign. There's a fifth co-pilot, but he isn't available until the third campaign.

A co-pilot with good gunnery skills shoots enemies at a longer range than normal. Alternatively, a co-pilot with good winch skills picks up objects without needing to be precisely above them.

During each campaign, you'll have the opportunity to pick up friendly (and unfriendly) soldiers running around the desert. When you take them to landing zones (indicated on the Map Screen), you'll gain armour points. In campaign 1, you receive 150 armour points for every person you drop off - in subsequent campaigns, you only get 100 armour points for each person rescued. Don't unload until you need to. recharge your armour points.

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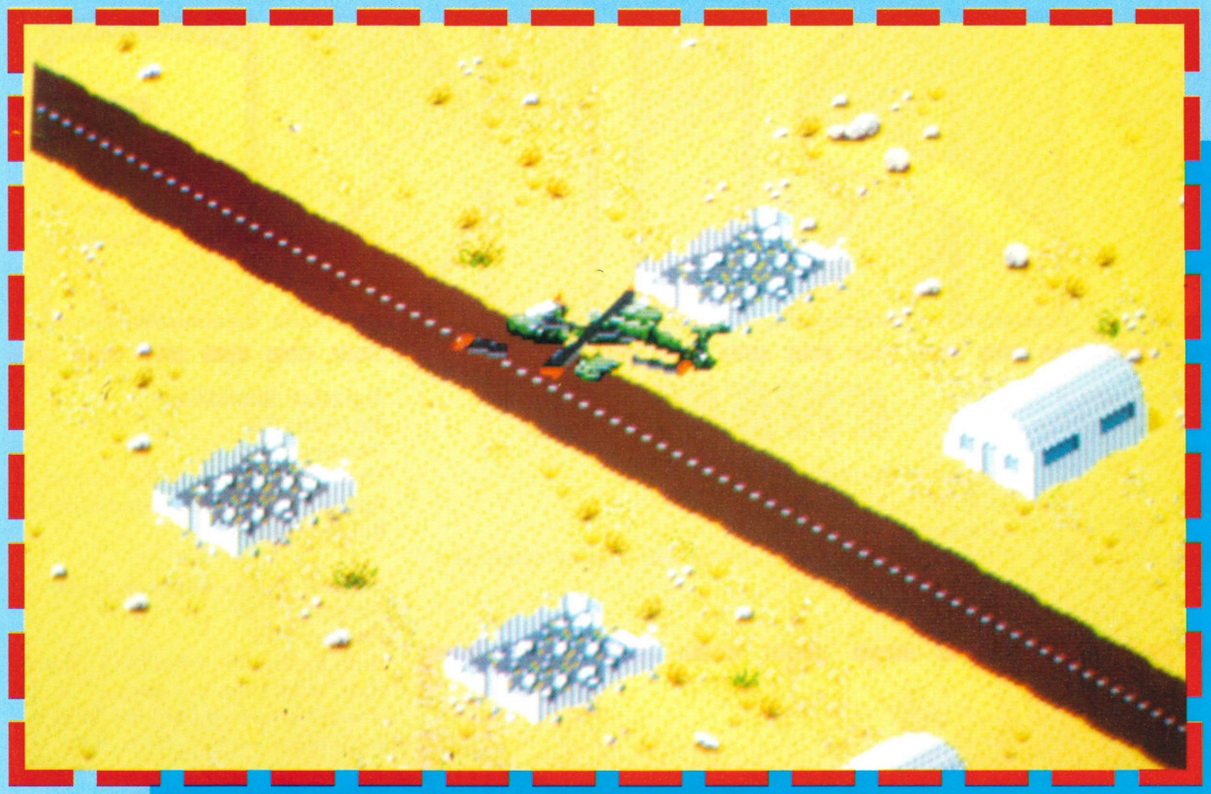


GENERAL TIPS

The manual recommends using a rapid-fire controller and so do we, but not for all the weapons. The only weapon you should use with rapid-fire is the Chain Gun. You never have to fire more than a few Hellfires or Hydras at any one target, so setting these to rapid-fire is a waste of weaponry.

Choose Kris Timmarie (Aussie) as your co-pilot for the first two campaigns. She has a good mix of gunnery and winch skills, whilst the others are either lousy gunners or inaccurate winch-workers, and you need someone who's good at both. For the third and fourth campaigns, Carlos Valdez (Jake) is your man. Experiment with each of the control methods for the Apache and stick with the one you like the most, although you'll probably return to "From Cockpit" to beat the game.

Before you attempt a campaign, fly around the landscape and shoot every building you find. This reveals the aforementioned collectable items and you'll learn what buildings are populated with civilians (and therefore shouldn't be blown to smithereens!).

CAMPAIGN ONE: AIR SUPERIORITY

This campaign has a walkthrough in the game's instruction manual, but we'll take you through it anyway. Keep an eye out for an extra life and quick ladder.

1. Radar Sites

Targets: RS-152A Radar (Armour: 100)

Both radars are guarded by AAAs. Use the Chain Gun or a few Hydras to destroy them.

2. Power Station

Target: 100 Megawatt Power Station (Armour: 400)

The power station is the first time in the campaign you'll be forced to fight the Rapier SAMs. To escape harm, sneak up on them and blast them with Hydras. When you destroy the power station, a strange box is left in the newly-created crater - this is an armour repair! Snatch it with the winch, and take the nearby fuel drums. Your Apache is now completely armoured and gassed up! If you need ammo, pick up an ammo Crate before you take on the next mission.

3. Air Fields

Targets: Military Air Fields

Be careful as you attack the air fields. As the manual advises, don't be afraid to run away if your armour is low. Pick up a group of MIAs, deliver them to the landing Zone to replenish your armour, and return to the air fields to finish the job. Sometimes, after blowing up an air field building, you'll see an enemy soldier scampering for cover. Capture him with the winch and drop him off at the landing Zone for armour points. Occasionally, though, it reveals an Aphid Soldier who cannot be picked up - blow him away instead!

4. Command Centres

Targets: Command Centres (Armour: 250)

The command centres are surrounded by Rapiers, AAAs and guard towers. Destroy one of the command centres and capture the enemy Commander to find out the location of the secret agent. There is an armour repair located to the left of the lower command centre and next to the guard tower. If you're low on armour points, attack the centre first and scoop up the repair unit.

5. Secret Agent

Targets: Three Buildings

Fly to the three buildings and blast them. On finding the trap door, fly over the door and drop off your co-pilot to rescue the agent. Whilst you hover, several VDAs will arrive. Destroy them with Hellfires and Hydras (since this is the final objective, you might as well use your most powerful weapons) and the secret agent, along with your co-pilot, will eventually emerge from the door. Pick them up and return to the frigate to complete the first campaign.

Miscellaneous Objectives and Information

Downed F-15

A friendly pilot has been downed. Look for his plane in the north-west corner of the map (just above where the coast-line goes off the left side of the map). Shoot the attacking soldiers and pick up the pilot, before shooting the downed plane - this stops the Kilbaba copying its high specifications. Return the pilot to the landing Zone for armour and bonus points.

MIA Pit

The pit is located in the north-east corner of the map. Three MIA soldiers are surrounded by five of Kilbaba's men. Gun them down and load up with MIAs.

Villages

Look for small villages surrounded by camels (and guarded by a single soldier). There's a civilian dressed in black in the middle of each village. Pick him up and deliver him to a landing zone for extra armour points.

CAMPAIGN TWO: SCUD BUSTER

1. Radar Sites

Targets: RS-152A Radar (Armour: 100)

There are three radars in this campaign, and two are guarded by dangerous Rapiers. The "middle" radar on the map Screen will reveal an ammo crate when destroyed.

2. Jail Break

Targets: Jails (Armour: 150)

Each jail is located in the middle of a town. Before (or after) busting the jail, shoot the buildings in the towns to find hidden special items. When you blow open a jail, ZSUs roll onto the scene. These are extremely deadly, so concentrate on destroying them, before rounding up the freed prisoners. Each jail holds four prisoners, and the maximum capacity of the Apache is six, so drop off the rescued men after each jail break.

3. Power Station

Target: 100 Megawatt Power Station (Armour: 400)

This station is heavily guarded, and the guards surrounding it are armed with missile launchers. There's also a soldier on top of the station who won't stop shooting until the station is blown up! Once the station has been taken out, you'll uncover a useful armour repair unit.

4. Chemical Weapons

Target: Chemical Weapons Plant (Armour: 300)

There are four structures to destroy in this mission: the chemical weapons plant and the three silos next to it.

5. Scud Launchers

Target: Scud Launchers (Armour: 200)

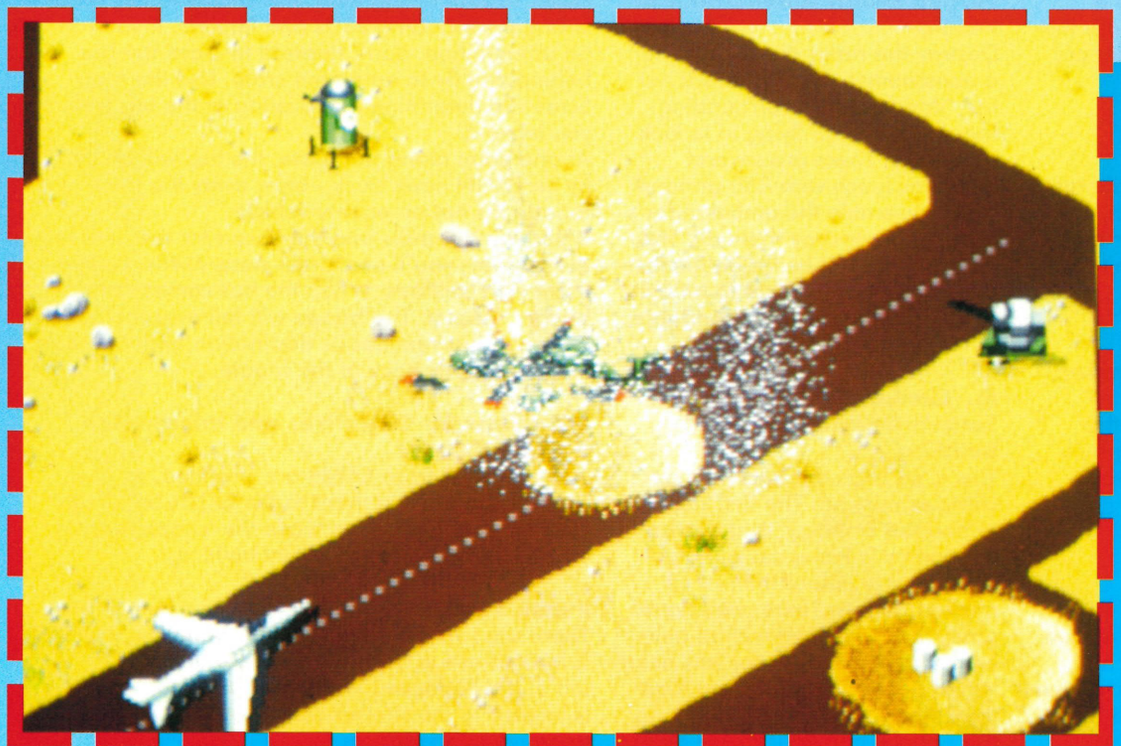
There are six hidden Scud missile launchers in the desert, and their whereabouts are discovered by catching the base leaders. Five of the six launchers should be taken out or the mission (and campaign) are deemed a failure. Some of the Scud commanders are well guarded, while others are all but defenseless - the same also applies to the launchers. Use two Hellfires (or a Hellfire and four rapidly-fired Hydras) to destroy each launcher. If a launcher escapes, you won't fail the mission, but loads of points are lost.

6. POW Camp

Target: POW Buildings (armour: 100)

The POW Camp is surrounded by several guard towers, which are easily taken out with the Chain Gun, although Hydras are a little faster. On destroying the first POW building, the game will switch to a "cut-scene" showing a close-up of the destruction. When you return to the action, scoop up the POWs and drop them off at the nearby landing zone - a quick ladder is handy here. Whenever you blow up a POW building, a ZSU will arrive at the Camp to shoot you down, so take care of these immediately. Don't try to pick up POWs while dodging the ZSU fire, as you'll just lose armour points, and possibly kill a POW if you're shot down and crash.

The Apache only carries six people, so drop off each group of four POWs after you pick them up. Don't try to open up all of the POW buildings at once, or you'll just invite more ZSUs to have a pop at you. When you've rescued 14 of the 16 POWs, you've completed the final mission. Return to the frigate to wrap up the second campaign.



Miscellaneous Objectives and Information

Downed F-15

Remember the F-15 from campaign 1? Well, here's another which you'll find in the north-east corner of the map (north of the POW Camp). The pilot is none other than Jake Valdez, and when you complete the campaign and return to the frigate, Jake becomes available for the third campaign.

"Flashing" Buildings

When you see a "flashing" building, shoot it! These buildings have MIA soldiers inside ready to pick up and drop off for armour points. There's one flashing building you should NOT shoot, however, and that's the one with the soldier standing on top .

CAMPAIGN THREE:EMBASSY CITY

1. U.N. Inspectors

Target: U.N. Inspectors

A fairly easy mission. The inspectors are guarded by an AK47 soldier, an Aphid soldier and a ZSU. Take out the ZSU first, followed by the soldiers. The inspectors tend to run away fast, so you may want to get the quick ladder before you start this mission.

2. Biological Weapons

Target: Biological Weapons Factories (armour: 200)

There are eight factories, but the order you hit them doesn't matter - what matters is how many you shoot. The chemist who runs out of the sixth building you destroy knows the location of the ICBMs. Save the seventh and eighth buildings for later. If you're low on armour, return here, blow up the last two buildings before capturing the chemists and dropping them off at a landing zone. The factories are guarded by VDAs, but it's possible to trick the VDAs into shooting the factories!

3. Missile Silos

Target: Underground ICBM Missiles

This mission is a real ammo-muncher. For each missile silo, you have to follow three steps.

1. Blast away the silo cover. Each silo is hidden under a sand dune.
2. Blast away the missile cover. When you first uncover the silo, it has a "lid." Blast away the lid to destroy the missile inside the silo.
3. Blast away the silo itself. Once the lid has disappeared, you'll be able to do this with ease.

Each of the silos is well-guarded. The silos along the coast are defended by ZSUs, whilst the inland silos are defended by AAAs, M48s, and Rapiers. The inland silos are dangerous as Aphid soldiers are hiding under some of the "false" dunes. Wipe 'em out before they shoot you!

4. Lost at Sea

Target: Pilots Lost at Sea

Each raft is being circled by two enemy speedboats. The speedboats have 200 armour points each, so use Hydras and Hellfires against them. This is an easy mission, and as it's over water, you won't lose any fuel.

5. Power Station

Target: 100 Megawatt Power Station (armour: 400)

With just three Rapiers guarding the station, this proves a doddle. One of the Rapiers is hiding fuel drums. When you blow up the station itself, you'll reveal an armour repair.

6. Madman's Yacht

Target: Madman's Private Yacht

The first thing to do is destroy the speedboat and helicopter guarding the yacht. Shoot the soldiers on top of the yacht. Following this, shoot the yacht itself. You'll blow a hole in the side of the yacht, and the first hostage will tumble into the water. At the same time, the madman will ditch the yacht in favour of his private speedboat - this is impervious to fire, so don't waste the ammo.

Pluck each hostage out of the water and use your weapons to fight off any attacking speedboats and soldiers. When the Apache is contains six hostages, make a run to the landing zone and drop them off. Return to the yacht to rescue five more.

7. Enemy Ambassador

Target: Enemy Ambassador in Hiding

Destroy the radar dish below the ambassador's camp to knock out the "danger zone" surrounding the camp, before flying in to kick some butt. There are several buildings (each with 250 armour) which resemble the ambassador's hideout, so destroy them all. The ambassador will be inside the last building. Be careful not to hit him or you'll be recalled to the frigate to restart the campaign!

8. Embassy Rescue

Target: American Embassy Building

This is perhaps the game's most complex mission. The first step is to find the Embassy, and destroy the enemy vehicles surrounding the Embassy before the rescue mission begins. There are several ground vehicles and a Hind helicopter. When the enemy has been wiped out, hover above the X on the Embassy grounds. You'll land the Apache and your co-pilot will run into the building.

While on the ground, three enemy Hinds will arrive. Fly away from the Embassy, and return to pick off the Hinds from long range. When they have been destroyed, your co-pilot will guide the Embassy officials into the bus.

Your next task is to escort the bus as it drives to the south-east corner of the map screen. If you hover over the bus, or fly off the screen, the bus will stop until you return to the escort route. If you're shot down and crash into the bus, your co-pilot will be killed, and the mission has to be restarted.

There are no major obstacles at first, but as you get closer to your destination, the enemy forces become stronger - including ZSUs and Rapiers. If you run low on ammunition, don't hesitate to leave the bus behind and fly to an ammo crate. Use the Map Screen to determine the location of the bus before you leave it.

At one point along the route, the bus will be blocked by an EANN news truck - blow away the truck, even though it's not an enemy vehicle.

When the bus pulls into the desert for the final leg of the journey, you'll encounter nasty M48s. Destroy them with Hellfires. When the bus comes to the bridge, shoot it. The bridge will fall over the canyon. Once the bus reaches its destination, pick up your co-pilot and fly back to the frigate.

Miscellaneous Objectives and Information

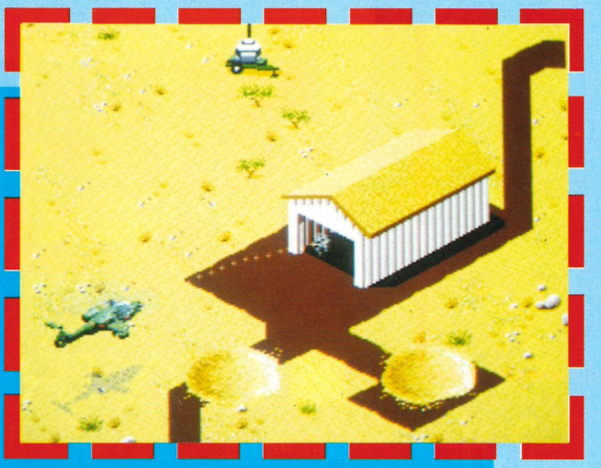
EANN Crew

Two reporters from EANN are stranded, so pick them up and return them to the EANN building. However, they refuse to leave the 'chopper unless you land in front of the EANN building!

Fuel Trucks

There are two fuel trucks in this campaign. The first is located in the north-west corner of the map (to the left of the Biological Weapons Factories). The second is located in the south-east corner. Blow the trucks up to reveal the drums.

CAMPAIGN FOUR: NUCLEAR STORM



1. Oil Fields

Target: ZSUs Surrounding Oil Fields

This is effectively three missions in one. First, find the hidden commando bunker, before destroying the ZSUs. Next, find the drop-off point in the middle of the oil tanks. Search along the coastline to find the commando bunker. Fly above the ocean to conserve fuel, and to be sure to pick up all six of the commandos. Having done so, fly to each of the red dots indicated on the map screen - these are the ZSUs. You should have no trouble with them, but don't hover near the oil tanks as the ZSUs try to blow them up. If four tanks are destroyed, the campaign is aborted. Whilst near the oil tanks, be sure to pick up the quick ladder. When you've destroyed most of the ZSUs, the commando drop-off point will appear on the map as a red dot. Finish off the ZSUs, or fly to the drop-off point if your armour is low. When the commandos have been dropped off and the ZSUs are completely destroyed, the mission is complete.

2. Oil Spills

Target: Three Oil Pipes

There are three pipes along the coastline spilling oil into the Gulf. Destroy the weapons guarding each pipe (attack the weapons from the left, as this allows you to sneak up on them), and shoot the pipe. There is a single weak point on each pipe. You'll find this point easily enough with a few bullets from the Chain Gun. Blast the weak point until the pipe is destroyed and the oil stops flowing. When all three pipes are closed off, the third mission is revealed.

3. Bomb Shelters

Target: Reinforced Bomb Shelters (Armour: 200)

There are four shelters, each holding four civilians. 15 of the 16 cilivians are to be rescued to complete the mission.

Three of the shelters are guarded by ZSUs buried in the sand (the fourth shelter is guarded by a Crotale). Destroy the sandy covering and take out the tank itself, using stealth to minimlise damage. Once a shelter's defense is destroyed, use the Chain Gun on the stairs of the shelter until it blows up. Snatch the four prisoners and fly to the nearest landing zone.

4. Bomb Parts

Target: Trucks (Armour: 100)

To find the trucks, search the roads on the eastern side of the map screen. Some of the trucks have hostages inside, so don't shoot on sight. Instead, wait until the truck is driving north, north-east or north-west. This shows the back of the truck, and you can determine whether or not the truck is carrying bomb parts.

5. Nuclear Weapons

Target: Nuclear Weapons Plant (Armour: 500)

Before you hit the Plant, whack the two radars surrounding it. Both are weakly defended, so you shouldn't have any trouble with them. The plant itself is a real toughie, though, and you'll encounter five rock-hard Crotales. It's nigh-on impossible to sneak up on these, so let fly with Hellfires and make a break for it! Remove all the Crotales before you move in to destroy the plant. Next, destroy the two cooling towers along with the plant itself. Capture the nuclear scientist who scampers out of the building next to the plant. You need him to brief you on the sixth mission.

Finally, be sure to shoot the "silo" on the left-hand side of the plant. It contains an armour repair unit.

6. Power Station

Target: 100 Megawatt Power Station (Armour: 400)

Four M48s surround this power station. Sneak up and destroy one of the M48s, and repeat this method to take out the others.

7. Presidential Palace

Target: Madman's Presidential Palace (Armour: 1000)

The Palace is very heavily defended (but what did you expect, a warm welcome?), so expect to use two or three ammo crates when blasting your way through. When you blow away the Palace, a white X appears on the landing pad. Drop off your co-pilot and he'll run inside to capture General Kilbaba. Unfortunately, he gets captured instead! It's time for the final mission.

8. Bomber Plane

Target: Bomber Plane (Armour: 3000)

Before you do anything, pick up an ammo crate and fuel tanks - you'll need some major firepower for this mission!

Fly to the bomber and to see Kilbaba's APC. Don't try to destroy it. Instead, let Kilbaba run onto the plane with your co-pilot. Kilbaba will leave his guard outside, so take him out and starting shooting the body of the plane. When a hole appears, stop shooting and let your co-pilot run out onto the wing. Pick him up.

Two ZSUs will arrive near the bomber to defend the General. Destroy them and the plane will start to roll down the runway. It's clobberin' time!

Hover to the left and slightly behind the bomber, and fire the Chain Gun as rapidly as possible. While you're firing the gun, use all of your Hellfires and Hydras. There's an ammo crate near the runway, but you may not have the time to pick it up. As long as you have a healthy amount of ammo, you'll destroy the bomber—and silence General Kilbaba forever. Congratulations, Ace!

PASSWORDS

Use these passwords to enter campaigns 2, 3 or 4. The passwords for campaigns 3 and 4 allow you to choose Jake as your co-pilot.

campaign 2: AQJMMHW
campaign 3: TLOEOAQ
campaign 4: JTKKOME

TERMIN

THE SCENE

It's the movie that made Arnold Schwarzenegger famous, and now it's a radical game for Sega Megadrive! The Terminator is a cyborg, sent back in time to kill Sarah Connor, whose unborn child is the leader of a future war against a computer network. You are Kyle Reese, sent back by the humans of the future to protect Sarah from the Terminator. Blast your way through four levels of non-stop action!

CONTROLS

WEAPONS

Hand Grenades are the weapons you start with in Level one. You have an unlimited supply of these explosive devices.

The Machine Gun is found halfway through Level one. It's the most potent weapon in the game (too bad you only find it in this Level).

Plastic Explosives are used in Level one to blow through steel doors, and to destroy the Skynet computer. You can carry a maximum of nine Explosives.

The Sawn-Off Shotgun is the weapon you use in Levels two, three and four. It takes a moment to pull the Shotgun from beneath your overcoat, so shoot early to make up for the slight delay.

SCORING

You score points for shooting your enemies and completing each Level. Unfortunately, you don't earn extra lives for high scores. You're just trying to complete the game (as always!).

LIVES AND CONTINUES

You only have one life. Your strength is indicated by the Life Gauge at the top of the screen. As you're hit by enemies and enemy bullets, the Life Gauge decreases. When the Gauge runs out, you're dead. There are no continues, so you have to complete the entire game in one session, with one life.

ENEMIES

The Helicopter appears in Level two. It flies across the rooftops and fires missiles at you. You can't destroy a Helicopter, but you can shoot the missiles with your Shotgun.

The Hunter-Killer Plane appears near the start of Level one. It flies onto the screen and drops parachute bombs. Five Hand Grenades destroys a Plane, and you can also destroy the bombs with Grenades.

The Hunter-Killer Tank appears at the start of Level one. It takes 15 Hand Grenades to destroy the Tank. Don't move into the Tank or you get run over.

Police Officers shoot at you with their primitive 20th-century revolvers. Five Shotgun blasts knock an Officer to the ground for a few moments, but you can't kill an Officer.

The Small Tank is to be found in the tunnels of Level one. At the higher levels of difficulty, it guards the Machine Gun.

Street Punks lob Molotov cocktails at you. Four Shotgun blasts kill a Punk.

The Terminator appears in Levels two and three. It takes 11 Shotgun blasts to knock down the Terminator, and you have to knock him down three times before you can run past him (he starts blinking after being knocked down for the third time).

Terminator Drones populate the underground tunnels of Level one. Two Hand Grenades or one Machine Gun blast destroys a Drone.

The Terminator Endoskeleton appears in Level four. You can shoot the Endoskeleton five times to knock it off the screen, giving yourself a few moments to run to the right.

The Terminator Torso appears in Level Four, after you've blasted the Terminator Endoskeleton off the screen five times. The Torso can't be shot, and you can't jump over it. The only way to destroy it is to crush it in the steel press at the end of Level four.

ATOR

GENERAL TIPS

If you're going up a flight of stairs, and an enemy starts walking down, run back down the stairs and shoot him from there. If the enemy starts walking into you on the stairs, you're toast.

The difficulty level of the game affects where weapons appear in Level one (along with the overall difficulty of the game).

It's impossible to dodge the bullets of most of your enemies. Your best defence is a good offence. Shoot your enemies before they shoot back.

If you're standing up when you use the Shotgun, there's a momentary delay. Instead, press Down to crouch and then press the Fire button. You whip out the Shotgun immediately, with no delay.

SPECIAL ITEMS

The Life Recharge appears in the first three Levels of the game. They randomly appear when you shoot your enemies. Pick up the Recharge to refill your Life Gauge.

Friends

Sarah Connor is the woman you're sworn to protect. She doesn't actually help you during the game, but you need to find her in Levels two, three and four.

LEVEL ONE

:LOS ANGELES 2029

As soon as you appear on the screen, a package of Plastic Explosives appears to your right. Grab the Explosives, then move back to the left and wait for another pack to appear. Keep snatching packs until you have nine Explosives.

Run forward until you reach the Hunter-Killer Tank. Get in close and start lobbing Hand Grenades. You can deflect the Tank's laser beams with Grenades. Don't get too close or you're squished under the Tank's treads. Fifteen Grenades destroys the Tank.

Once the Tank is toast, run to the right. The Hunter-Killer Planes attack, dive-bombing you from the left and right sides of the screen. You can destroy the parachute bombs with your Grenades, but it's easier to just dodge between the bombs. Continue moving forward until the Planes stop appearing.

Climb down the ladder. At the Easy difficulty level, you find a Machine Gun at the bottom of the ladder. Pick it up. Walk to the left and plant a Plastic Explosive next to the steel door. When the door blows up, start running to the left.

A torrent of Terminator Drones appear as you run forward. Keep blowing up the Drones with your Grenades. If you've got the Machine Gun, this entire section is a breeze. A few Drones drop much-needed Life Recharges. You can also drop a few Explosives to clear the screen of Drones (although the Explosives are destroyed if a Drone shoots them).

When you reach the next steel door, drop an Explosive and blast through. Continue running to the left and drop onto the stairs. Climb up the stairs and run left until you find a pack of Explosives. (You may need to wait a few moments for the Explosives to appear.) Use the trick you used at the start of the Level to charge up to nine Explosives.

Once you have nine Explosives, go back to the right and climb down the stairs. Where you go from here depends on the difficulty level you're playing at. If you already have the Machine Gun, skip the next paragraph. Otherwise, read on.

Drop onto the next set of stairs and walk down and left until you find the Small Tank. Concentrate on the Tank, but be sure to cover your back (Drones attack from the right side). Don't bother dropping Explosives at this point; the Small Tank or Drones destroy them before they go off.

When the Tank blows up, run to the left and grab the Machine Gun. The rest of the Level is a cinch with this weapon in your hands! Return to the right and climb back up the stairs.

Move to the right and jump over the stairs. Run forward until you find the next set of stairs. Climb down and forge ahead until you find a steel door. Blow through the door and follow the tunnel until you find the glowing yellow rods. This is the heart of Skynet!

Drop an Explosive in front of the middle yellow rod. When the Explosive goes off, it destroys Skynet and starts a chain reaction. You only have 50 seconds to find the time - displacement chamber and zap yourself back to 1984.

Run right and up the stairs, then left, down the stairs, left, and up the stairs. Turn to the right and leap across the gap, run right, climb up the stairs, run right, and climb up the ladder. From here, sprint forward until you enter the chamber. You've finished the first level!

LEVEL TWO

LOS ANGELES 1984
Level two is divided into three sections. The first two sections take place in the street, while the third is set inside Bar Tech Noir.

SECTION ONE
Stay on the rooftops to avoid the policemen and thugs. The only interesting thing on this level is the movie theatre showing - The Terminator! Ooh Such jolly japes.

When you reach the telephone booth, your Life Gauge recharges and you appear at the start of Section two.

SECTION TWO
More cops, more thugs, and more shooting! Walk forward until you reach the red girders. Climb up the girders and continue moving to the right. When you land on the right side of the girders, stop and "power up" by blasting your enemies on the right side of the screen, picking up the Life Recharges that they drop. The wall on your left protects you from attacks on that side.

When you reach the tall building near the end of the Section (the one with ladders on both sides), jump off the right edge of the roof and you land on a building below. From there, jump to the right again to enter Bar Tech Noir.

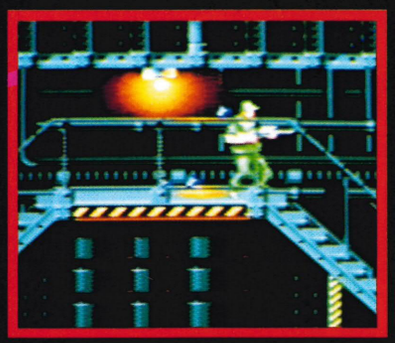
SECTION THREE
Move to the right until Arnold shows up! You need to shoot him 11 times to knock him down, and you have to knock him down three times before you can run past him. That's a total of 33 shots. When the Terminator goes down for the third time, scoot past him and keep running until you touch Sarah Connor and finish the Level.

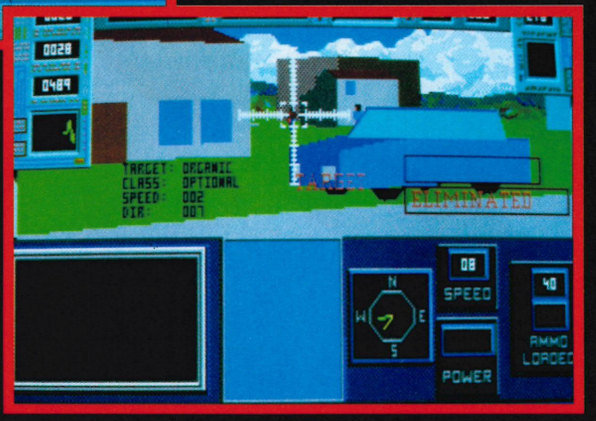
LEVEL THREE

THE POLICE STATION
This Level is a straightforward run-and-shoot. There's no way to get lost, since you only have one path to take. The best tip here is to watch out for enemies on the stairs.

You find the Terminator near the end of the Level. Once again, you need to plug him 33 times before you can pass him.

Don't get caught between the Terminator and a police officer, or you're dead. Find Sarah Connor cowering behind a desk to reach the final Level.





LEVEL FOUR

THE FINAL CONFRONTATION
Your goal is this Level is to lead the Terminator through the steel mill and its maze of walls and ladders, then lure it underneath the steel press to destroy it.

If the Terminator traps you, you can knock him off the screen with five Shotgun blasts. After you knock him off the screen for a fifth time, he turns into the Terminator Torso. The Torso can't be shot, and you can't pass it. In other words, if you blast the Terminator into a Torso before you reach the steel press, you're dead.

As soon as the Level starts, run to the right and up the stairs. If you started running immediately, you just pass over the Terminator. Slow down a bit and allow the Terminator to stay close behind you. Continue forward, past the ladder and down the stairs.

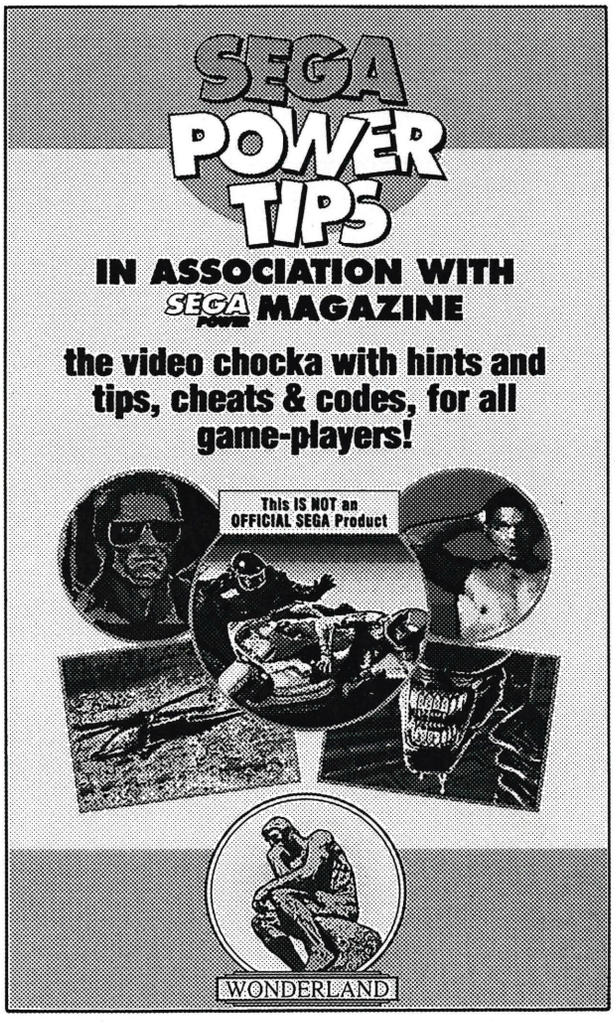
Keep moving to the right, slowly enough to keep the Terminator on the screen, until you reach the next set of stairs. Climb slowly up the stairs, then walk to the right until you find stairs leading down and left. Drop down onto the steps and lure the Terminator into following you down.

Climb down the ladder at the bottom of the stairs and the Terminator jumps down with you. Move to the right, climb up the next set of stairs, and go up the ladder. The Terminator is unable to follow you at this point, but don't worry: he'll be back.

Walk to the right and climb down the long set of stairs, then move forward until the Terminator appears on your right. Blast him off the screen and run right to the ladder. Climb up and then move to the right, across the yellow girders. The Terminator keeps appearing on the right, but let him fall through the gaps between the girders.

When you reach the girder with the ladder, climb down and run to the right. It's the steel press! Run over the press until you're on the far right side of the screen. Turn around and face left. It's the Terminator! Start firing at the metallic menace to knock him off the screen. Keep shooting until he becomes the Terminator Torso. He crawls to the right and is crushed underneath the press. Now kick back and watch the ending sequence!

Beat Sega at their own game.



Video £8.99

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

ALISIA DRAGO

Our heroine, Alisia Dragoon, is looking to avenge the death of her father, killed at the hands of the evil Baldour during his last visit to Earth. Take control of Alisia as she smashes her way through eight stages of mayhem!

SCORING

You don't score points in this game; your only goal is to defeat Baldour. If you lose all your lives, and don't have any more continues, you see the Ranking screen, which shows your shoot-down rate and rank, as given by Alisia herself!

LIVES AND CONTINUES

Alisia only has a single life. Her current strength is indicated by the Hit Point Gauge in the upper-left corner of the screen. Every time Alisia takes a hit, the Gauge goes down. If it becomes empty, Alisia dies and the game is over. Or is it?

If you're lucky, you find 1-Ups during the game. Each 1-Up you collect gives you a continue. The more 1-Ups you find, the more continues you'll have.

WEAPONS

Alisia's weapon is her Thunder Magic. When you press the B button, Alisia lets loose with a stream of auto-targeting lightning bolts. Anything on the screen catches a healthy dose of electricity.

The strength of Alisia's magic is indicated by the Thunder Power Gauge, just below the Hit Point Gauge in the upper-left corner of the screen. When Alisia is firing Thunder Magic, the Gauge decreases. If the Gauge hits empty, Alisia won't be able to shoot, and has to wait a few moments while the Gauge recharges.

If you let the Gauge charge to maximum power, it starts blinking. When you press the B button, Alisia casts a Rolling Bolt of Thunder Magic.

SPECIAL ITEMS

All of the Special Items are contained inside Winged Receptacles. Some of these are visible, but others are hidden. Zap the Receptacles to break them open and get the item inside.

1-UP: Gives you a continue. Collect a maximum of nine 1-Ups.

BEEF: Fills one section of the selected dragon's Hit Point Gauge.

HP-UP: Adds one section to Alisia's Hit Point Gauge. There are a maximum of six sections in the Gauge.

INVINCIBLE: Causes a red Fairy to appear. The Fairy protects Alisia from damage for sixteen seconds.

LEVEL-UP: Increases the level of Alisia's current companion, and adds one section to its Hit Point Gauge.

PLATFORM: Causes two Fairies to appear. These Fairies appear in a location where you need help to jump up to a high ledge and give you a leg-up.

POTION: Fills one section of Alisia's Hit Point Gauge.

REVIVE: Brings all dead dragon companions back to life. These revived monsters begin at Level 1 strength.

THUNDER LEVEL-UP: Increases the power of the Thunder Magic by one level. There are eight power levels in all.

THUNDER POWER MAX: Gives Alisia the ability to cast Rolling Bolts for sixteen seconds without lowering the Thunder Power Gauge.

GENERAL TIPS

The best monster companion is Ball O' Fire. It's almost impossible for the Ball to die, and it's a great shield against enemy bullets. The only time you may need to use another companion is when you're attacking certain tough Bosses.

During the later stages, the only way you find the Winged Receptacles is by walking into certain locations. If you don't find the Receptacles, you won't get the Potions, and croak rather quickly.

Take your time going through the stages. There's no time limit, so move in short bursts, stopping every once in a while to let the Thunder Power Gauge recharge.

Some secret rooms are easy to get into, but you need to use Thunder Magic to open the way to others. If you're at the entrance to a hidden location but can't go through, charge up your Thunder Magic and blast through.

The following section takes you on a detailed walk through each stage. However there are a variety of ways to get through each stage, so use the guide as a way to locate any hidden rooms you can't find.

ON

FRIENDS

Alisia uses her magical powers to summon a monster companion to her aid. The companion stays by, attacking her enemies and trying to protect her from harm. There are four companions:

BALL O' FIRE: Doesn't shoot any bullets, but damages enemies simply by touching them. The Ball also absorbs some enemy bullets without taking any damage.

BOOMERANG LIZARD: Shoots boomerangs (of course).

DRAGON FRYE: Shoots fireballs.

THUNDER RAVEN: Sends a flash of Thunder Magic across the screen.

ENEMIES

The only enemies in the game that have names are Ornah (Baldour's right-hand man) and Baldour. The others are, alas, anonymous.

STAGE 1-1

Start out by selecting Ball O' Fire as your companion, then begin walking to the right. You are attacked on both sides by waves of deadly insects - use your Thunder Magic to vaporise them.

When you reach the bottom of the hill, you see a strange pod on the ground. This pod spits out smaller pods that stick into the ground for a few seconds before bursting. There are two ways to attack the giant pod: Stay at long range, or get close. Either method works, but the long-range attack is less dangerous.

While you're blasting through the pods, you are attacked from the air by Gargoyles. Always be ready to turn left and zap a swooping Gargoyle, or duck and the Gargoyle flies past without harming you.

To the right of the pods, you find the first three Winged Receptacles. Inside them are two Potions and a piece of Beef. Blast the Receptacles open, collect the goodies and continue to the right.

You encounter two more enemies before finishing this stage: The Centipedes and the Bats. The Centipedes crawl along the ground, coiling up into balls and rolling at you! If you blast the centipedes quickly enough, they won't have time to roll up. The Bats fly above you in large groups, but the Thunder Magic wipes them out easily.

STAGE 1-2

Jump across to the ledge on the right and three Soldiers materialise. Use Thunder Magic to zap them, then walk to the right and zap the three visible Receptacles. Jump up in the air and use the Thunder Magic to zap a fourth Receptacle. This one contains a Level-Up for your companion.

Return to the left and walk down to the bottom of the steps. Jump to the right again to land on the next ledge. Push against the wall to the right of the strange symbols, then jump into the air and walk through the wall. Keep going to the right until you reach some steps. Bound up the steps and walk to the left to find two more Receptacles, with Beef and a Level-Up inside.

Move left of the area with the two Receptacles and fall down into the passageway. Walk back to the left until you reach the steps, and continue downward until you find yet another ledge to the right. Jump over to the ledge and zap the soldier as soon as he appears. The Receptacle behind him has a 1-Up inside.

Get back on the stairs and climb down to the fourth right-hand ledge. Bust open the two Receptacles for Potion and Beef, then walk to the right until you're against the wall. Use the same trick as last time - holding the controller to the right and jumping upward. Alisia passes through the wall and into a secret passage.

When you reach the second wall, jump upward and bound up some hidden steps into a secret room. Get the Level-Up then jump up the second set of hidden steps, on the right side of the room, to find another hidden chamber, this one with a HP-Up and Thunder Level-Up.

You've found all the hidden Receptacles, so return to the steps and climb down to the lowest level. Zap the slimes on the roof as you walk to the right. When you make it to the end of the stage, the game takes over and Alisia encounters Ornah guarding Baldour's cocoon. Ornah challenges Alisia to find Baldour's palace.

STAGE 1-3

Start walking to the right blasting the Soldiers and Gargoyles. Keep zapping them with the Thunder Magic. Find the stairs, but don't climb them immediately. Keep walking to the right of the stairs until you find two Receptacles. Inside them are a Potion and a HP-Up.

Once you've collected the Receptacles, go back to the left and jump up the stairs until you reach the rocky ledge to the left. Jump onto the ledge and start walking to the left, zapping through the soldiers and gargoyles. When you reach the wall on the left, zap open the Receptacle for a Thunder Level-Up.

Return to the right and leap back onto the stairs. Jump to the top of the stairs and walk to the right, along the stone ledge. Nasty soldiers, armed with spears, appear on this ledge. If your Thunder Magic Gauge is strong enough, blast them before they strike with their spears.

When you reach the end of the ledge, drop down to the steps and walk to the left until you see a second ledge slightly below the first. Leap over to it and continue to the left, into a hidden room. The Receptacle in this room contains a potion Leave the secret room and walk back to the stairs. Go down the stairs to the lowest ledge. Walk to the left and a Receptacle appears out of nowhere. Blast it open for another Potion.

Stay on the ground level and walk to the right, through the spear soldiers. At the right side of this level, you find three Receptacles with a Potion, Beef and a Level-Up. Take all the items and return to the steps.

Jump up to the second ledge from the top and walk to the right. Soldiers appear above dropping rocks down at you, so watch out. Continue along this ledge and three hidden Receptacles appear with one Potion and two Beefs inside.

Once you've got the Receptacles, go back to the left until you reach the steps. Jump up to the highest ledge and walk to the right. Jump across the gaps in the ledge and keep going right until you find two Receptacles. Inside are Beef and a Level-Up.

Walk to the left and drop off the left side of the ledge. When you hit the ground, go to the right until two Wizard Bosses appear. Start your attack by ducking between the two wizards and zapping one of them. Dodge any swords they throw. When the wizards jump into the air, run to one side and zap them when they reappear. When the wizards disappear, return to the middle of the screen and repeat the attack pattern. Once you've defeated one of the wizards, defeating the second one is a doddle.

STAGE 2

Activate Ball O' Fire immediately, then walk left and into the water. A Receptacle appears; blast it open to reveal an Invincibility Fairy. Use the Invincibility and jump to the right, across the deadly lily pads, without taking any damage from them.

After you zap past a small group of bees and fall down to the water, walk to the left to reveal a second hidden Receptacle. This one contains a Potion. Take it and move to the right until the screen dims. Get ready to fight a huge snake Boss!

Watch the water closely for white ripples, and move away when they appear. When the snake flies into the air, start blasting it with Thunder Magic. As long as you stay far enough away from the snake, you should never be in danger of being hit and taking damage.

When you blow up the snake, the screen returns to normal. Jump to the left and blast open the Receptacle for the Platform Fairies. Return to the right and use the Platform to jump up to the high grassy ledge.

On the ledge, there are two Receptacles (Potion and Beef). Jump up into the air and use the Thunder Magic to open a third Receptacle with a 1-Up inside. Take the items and continue to the right until you reach a brown ledge just above the water.

Charge up your Thunder Magic as you climb up the grassy hill past the brown ledge.

Soldiers attack you on floating platforms. The best way to destroy them is with the Rolling Bolt.

When you reach a gap in the ledge, drop down to the water. Walk to the left and open the Receptacle for a Potion, then move to the right and zap the two Receptacles for an HP-Up and a Revive item.

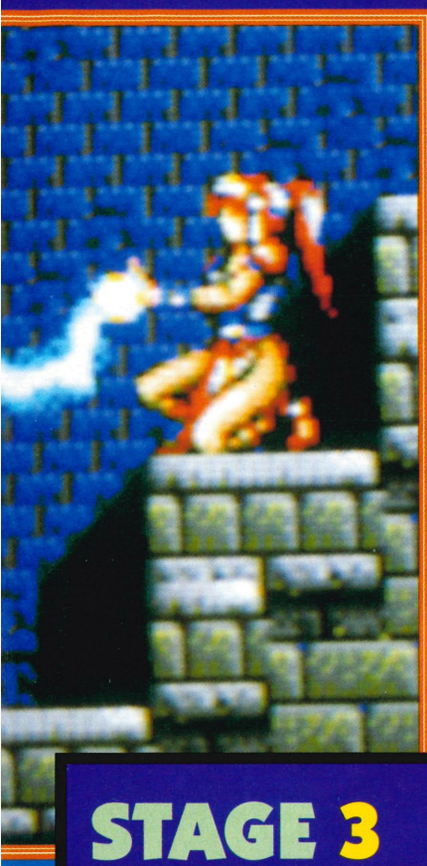
When you've collected all the items, walk left and jump up to the highest grassy ledge. Leap across the gaps as you move to the right. Continue to charge up and use the Rolling Bolt against the floating enemies. When the screen dims again, you're ready to battle the final Boss of the stage.

This Boss uses three different attacks against Alisia. In the first attack, it pops its head out of the water and shoots bullets at Alisia. Duck down and shoot the Boss in the mouth, then leap over the bullets.

In the second attack, the Boss shoots frogs from its head. Blast the frogs away, then go for the mouth as it dives back into the water.

In the third attack, the Boss charges straight at the grassy ledge. Your only hope is to leap over the Boss as it swims past. It's a tough jump.

Keep zapping the Boss until it blows up. Alisia runs to the right onto a massive blimp, The setting for stage three



STAGE 4

As soon as you touch down, select the Ball O' Fire and walk left to fall off the ledge. When you land on the rocks, scurry to the left to find two Receptacles (Level-Up and Beef). You'll also get a Thunder Power Max Fairy. Use the power to your advantage as you run to the right. Keep going until you find a Power-Up Receptacle. Climb up the hill to the right of the Power-Up, zapping the boulders that are rolling toward you.

At the top of the hill, jump to the left and onto the ledge. Zap open the Receptacle for a HP-Up, then continue running to the left. Use your Magic on the Moles that burrow out of the ledge, leap into the air as you go to stay off the ground as you zap the moles.

When you reach a second ledge leading upward, follow it to a group of smaller ledges. Zap the rock-carrying birds and leap to the right to find two Receptacles.

Jump back to the left and climb up and left until you reach the top of the ledge. Zap the Receptacle for a Potion, then leap to the left and use your Magic as you fall to zap the Receptacle floating in the air. You have to climb up and jump several times before you burst open the Receptacle and get the 1-Up inside.

Once you've got the 1-Up, climb back up to the top of the screen and jump to the right. You encounter a Dragon Boss.

The Dragon uses three different attacks. In the first attack, it hovers on the right side of the screen and shoots fire. Stay to the left, duck the fire streams, and blast the dragon in the head. In the second attack, it shoots exploding fireballs. Run away to dodge the explosions, shooting the Dragon as you run.

In the third attack, the Dragon swoops down at Alisia, grabbing at her with his sharp claws. Dodge to one side as the Dragon swoops down. Eventually, the Dragon returns to the first or second attack, allowing you to do damage. Keep shooting until its head explodes.

Run to the right and leap off the right side of the ledge, then jump up and right until you find the cave entrance.

STAGE 3

Select the Ball O' Fire and zap the cannons on either side of Alisia. Then move slowly to the right, shooting each cannon as soon as you see it on the edge of the screen. If you stay far enough away, you destroy the cannons without them shooting at you.

When you reach the right side of the blimp, a soldier attacks from a floating platform. Shoot him off the platform and an arrow appears, pointing you upward. Don't go that way just yet. Instead, walk to the left to reveal some hidden Receptacles. The first two contain Potions. The second two, which are just to the right of the blimp's propeller blades, contain a Revive and a Level-Up.

After you've collected all the items, return to the floating platform and jump up to the next ledge. Walk to the right to make three Receptacles appear. Take them all, then jump up again to the ledge below the red eyes of the blimp. Walk up and right, then zap open the Receptacles for a Level-Up and a Thunder Power Max Fairy.

Once you've gotten the Power Max, run to the left, using your Magic to zap anything and everything in sight. Watch out for the soldiers in this area - they latch onto you and keep doing damage until you shake them loose!

When you reach the left side of the blimp, another arrow appears pointing you upward. Once again, don't go upward right away. Walk to the left and zap the Receptacle for a Potion, then walk all the way to the left and a hidden Receptacle appears. Blast this one open for a 1-Up!

After snatching the 1-Up, jump up the ledges. Stay on the left side to find two Receptacles (one's hidden). At the highest ledge, shoot the soldier off the floating platform and leap onto it. Shoot the second and third soldiers as they appear and use their platforms to continue to the right. When you land on the solid platform, you find two Receptacles with Potion and Beef inside.

You have to jump across two more floating platforms before you reach the Boss of this stage, which is actually a big group of grotesque creatures! Stand on the high ledge and zap the creatures immediately to your right. Once they're gone, you have room to manoeuvre.

Zap the creature to the far right, then turn to the left and shoot the creatures within your range. Inch your way to the left and destroy more of the creatures. To destroy the last few creatures, drop down to the next ledge and shoot from there. When the ship starts to blow up, you've cleared the stage.

STAGE 5-1

Activate the Ball O' Fire and start moving to the right. Move slowly and blast through the clouds of bats. Jump up and shoot to hit some of the bats before they swoop down to attack. Keep moving to the right until you reach the large waterfall.

Jump over the gap to the right and collect the two Receptacles, then move all the way to the right until you're against the wall. Use your Thunder Magic to blast your way through, then walk to the right and enter a hidden room. This room has three Receptacles: two Power-Ups and one HP-Up. Collect them all and go back to the waterfall, then fall down into the gap.

After you jump into the gap, go left to find a Power-Up Receptacle. Move against the wall and blast through with your Magic, then walk left and into a secret room. Blast open the two Power-Up Receptacles. Walk to the left side of the room to make a third Receptacle appear - this one contains an Invincibility Fairy.

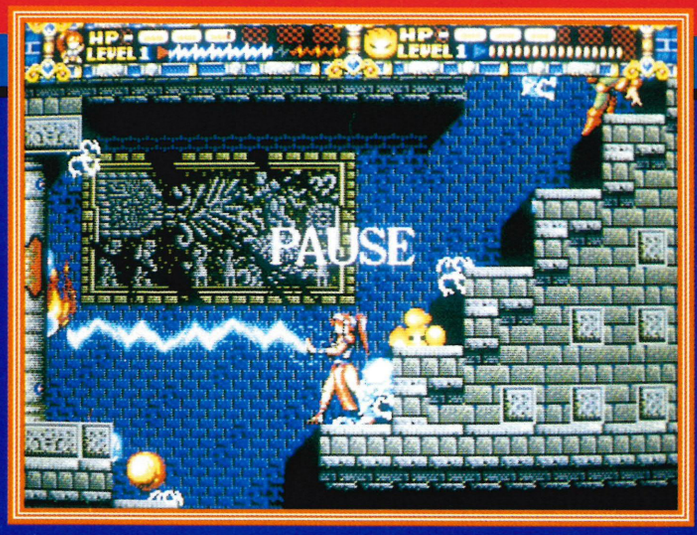
Once you're Invincible, run to the right as fast as you can. Keep going until you reach a tunnel. The tunnel is lined with weird green eyeballs. Shoot the eyeballs to make them shrink for several seconds, giving you enough time to run past.

Keep going to the right, shooting the rocks above you to knock loose any stalactites. If you don't do this, the stalactites fall down at you as you walk past them.

You've reached the end of the line when you find two Receptacles. Blast them open for a Potion and some Beef, then walk left and jump across to the high ledge. Follow the ledge up and left, zapping the attacking Dwarves as you walk along. The Dwarves like to pop out of the rocky stumps, so stay clear of them!

When you reach the end of the tunnel, blast open the two Receptacles for Potion and a Thunder Level-Up. A third Receptacle appears over the stone stump to the right. Blast it open for Platform Fairies.

Return to the right until the Platform appears. Use the Platform to jump up to the ledge on the right. Follow this ledge to the end of the stage.



STAGE 5-2

The action heats up in this stage, thanks to the lava pools! You take damage if you fall into the pools, and you can't just jump over the pools, because they spout fire at regular intervals. Wait until the fire spout disappears, then jump over the pool before it flames up again.

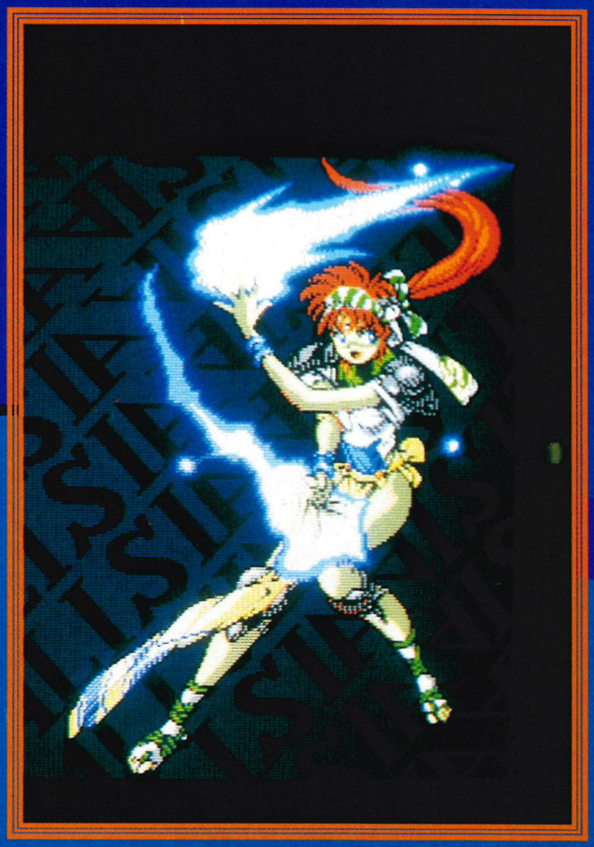
From the start of the stage, walk to the right until you reach the single Receptacle across a large lava pool. Open the Receptacle for some Beef, then jump back to the left. Jump up and right into the next area, a small room with a Receptacle inside. Blast the Receptacle, leave the room and continue moving to the left.

When you reach the left side of the stage, jump up to the next level and climb up the steep wall. When you're as high as possible, leap to the right and shoot the two Receptacles . They contain Potions.

Once you've got the Potions, walk to the right, blasting through the appearing soldiers. These guys are very tough, so expect to take some damage going through here. Keep following the tunnel until you reach the right side of the stage. Leap up to the next level and walk left. At the end of the tunnel there is a Receptacle with Platform Fairies inside. Touch them and return to the steep wall at the left side of the stage.

Jump to the top of the steep wall and the Platform fairies appear. Use the Platform to leap upward, then follow the tunnel upward. Take your time zapping the spinning-Boulder Creatures. Eventually, the tunnel will lead to the right. Walk right and you'll find an open area. Get ready to fight the Boss!

Stand on the highest ledge and let the strange



STAGE 6-1

Activate the Ball O' Fire and walk to the right. Leap over the gap and zap the Receptacle for a Level-Up, then return to the gap and drop down into the metallic maze that awaits you.

When you land, walk to the right. Beware of the Robot Suits - some of them spring to life! When you're attacked by a suit, get away from it and blast it. Stay clear of the explosion, or you take damage.

Continue to the right until you find a Potion Receptacle, then walk all the way back to the left. Drop down to the next level and go to the right. This time, you need to get past dormant explosives. Shoot the explosives and dodge the massive explosions that follow. Keep going until you hit the wall and a Potion Receptacle appears.

Return to the left and drop down another level. Walk to the right until you find the visible Receptacle with a Revive item inside. Return to the left and drop down to the lowest level. Walk to the right until a Receptacle appears, zap it open to get a Thunder Level-Up. You should be at Level 7 after collecting this item; if not, you must have missed one of them along the way.

Get back to the left and jump up as many levels as possible, then walk to the right and fall down the second hole you find. Walk to the right and blast the Robot, then jump through the wall and fall down the next hole.

Drop down to the next level and walk all the way to the right to reveal a HP-Up item. Take it and fall down to the next level. Walk all the way to the right again; this time you'll reveal a Receptacle with a Thunder Power Max Fairy. Fall down the hole and into the next section of the stage.

Walk down and left until you reach the rocky ledge. Zap the explosives on the ledge, then open the Receptacle for a Level-Up, Walk against the left wall and blast it, then jump up and walk left into a hidden room. Walk left and three Receptacles appear. Walk up and left and zap the final Receptacle for a 1-Up. Leave the secret room and return to the rocky ledge.

From the ledge, walk right and jump into the hole, then follow the pathway until the screen fades out.

STAGE 6-2

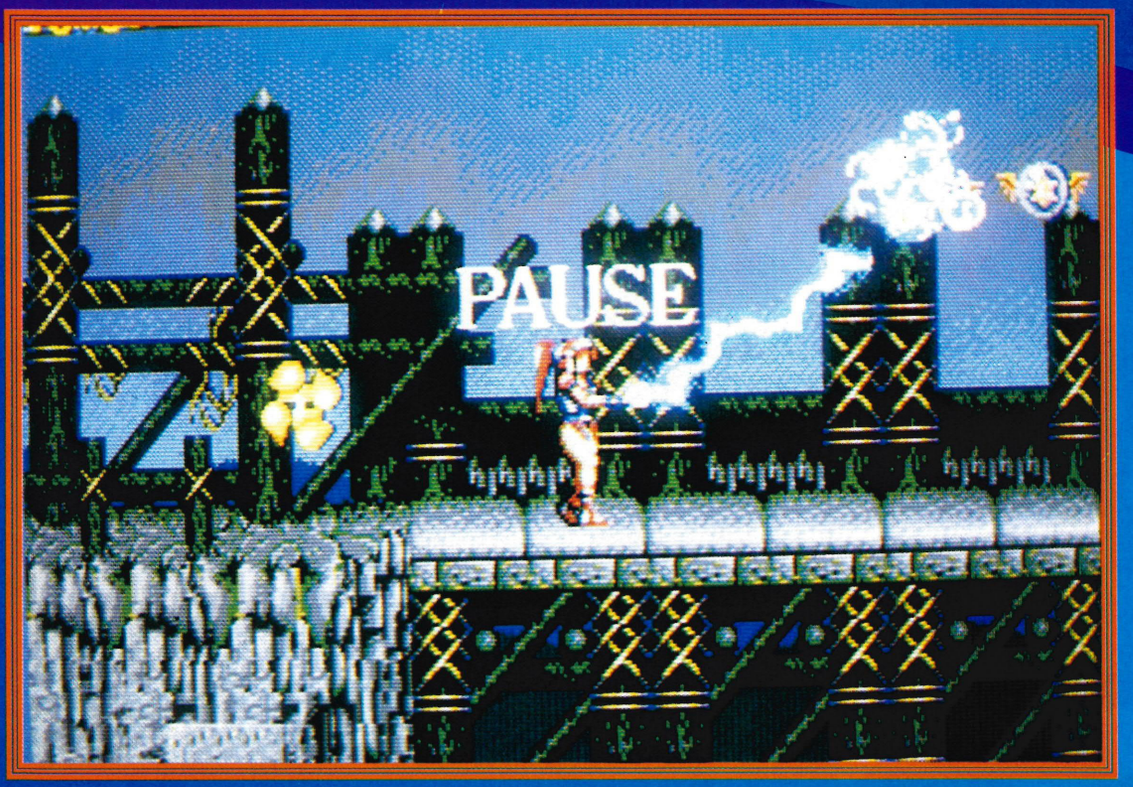
Walk up and right and fall through the hole. When you land, walk up and left into the corner of the room to make a Level-Up Receptacle appear. Get the item and jump up into the upper-right corner of the room to reveal a Potion Receptacle. Get the Potion and then fall down the hole on the left side of the room to enter a long tunnel.

Walk all the way to the bottom of the tunnel, blasting open the Receptacles you reveal along the way. Keep going until you come to a stone wall. Jump up and blast the wall, then jump up and move right into the secret tunnel. Use your Magic at the end of the tunnel to blast the Receptacle, which contains a Thunder Level-Up. Return to the left and jump out of the secret tunnel.

Walk back to the left and up the long tunnel, until you reach the first hole in the floor of the tunnel. Fall down into the hole, then climb up and left until you reach a small room. Jump into the upper-left corner of the room and use a Rolling Bolt to blast through the roof. Jump upward and into the secret room to find a 1-Up Receptacle.

vehicle drive toward you. Jump over the laser beams fired at you, then jump over the vehicle. Blast the driver of the vehicle from behind to do the most damage, following and shooting until it rolls off the screen. Return to the high ledge and get ready to repeat your attack pattern when the vehicle returns.

It occasionally shoots bullets instead of lasers, dodge them the same way. Keep shooting the driver from behind until he blows up.



SECRETS: BUILD YOUR CONTINUES

This trick can only be accomplished by good (or determined) players. Collect the 1-Up on stage 6-1, then collect the 1-Up on stage 6-2, and intentionally die. Now continue the game. You'll begin back at stage 6-1. Grab the two 1-Ups again and again until you've reached a maximum of nine.

Go back down into the small room, then walk right and back to the long tunnel. Walk up and left until you spot a hole in the ceiling. Jump up into the hole, then walk right and jump into the next tunnel. Follow the tunnel all the way to the Boss chamber.

Stay on the left side of the chamber and zap the Wizard when he appears. He calls two giant guns onto the screen. Start walking to the right so that when the guns fire, they miss you. Return to the left, turn to the right, and keep zapping the Wizard. He creates new guns to replace the ones you destroy, so stay alert! When you've done enough damage, the Wizard blows up.

Walk right and drop down the shaft, then follow the tunnel down and left until the lowest stage.

STAGE 8

Your first battle is against Ornah. Stay away from and zap him. Jump over the flames he shoots along the ground. After a while, Ornah uses his second, and far deadlier attack. He flies into the air and unleashes a blue Dragon.

When Ornah shoots a blue Dragon at you, run in the opposite direction, then jump toward Ornah and over the Dragon. Run in the opposite direction again and leap away from the Dragon when he gets close. Now get away from the Dragon before it explodes, and dodge the pieces. It's easier said than done, though.

You actually have to kill Ornah twice, so don't give up when he explodes the first time. Use the same strategy against the second Ornah. When the second Ornah is defeated, Baldour hatches from his and attacks!

When Baldour flies to the left, stay to the right, facing left, keeping Baldour partially off the screen. Fire at him and jump up and down. By jumping, you prevent the snakes Baldour shoots from hitting you.

Baldour eventually flies back to the right. Stay on the right side of Baldour, facing him, and shoot your Thunder Magic. Keep up the attack and you eventually destroy Baldour. That's if you're any good of course!

STAGE 7

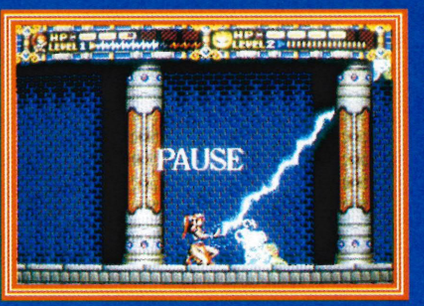
The first section of the stage is almost simple. Move slowly and zap the Slimes on the walls. Keep following the steps until you reach three Spear Soldiers. Destroy all of the Soldiers. Be sure to walk to the left side of the stage to find a few Receptacles.

When you've defeated all three Soldiers, an arrow appears. Use a Rolling Bolt to zap the roof and cause three steps to float downward. Jump up the steps and get ready to battle a massive Wizard!

Stay on the left side of the screen. When the big Wizard starts to appear, run to the right until the Wizard is on the left side of the screen. Turn around and zap him until he shoots. Run to the right to dodge between the bullets, then scurry all the way to the left side of the screen.

When the four small Wizards appear, zap the two Wizards on the left, then crouch down. The right-hand Wizards shoot at you, but they miss if you're ducking. Keep repeating the attack until the big Wizard is beaten.

Use a Rolling Bolt to cause the steps in the ceiling to drop down. Climb up the steps, then jump quickly through this section of the stage, which is filled with Soldiers. Keep going up until you reach a group of four Receptacles. Blast them open, then walk to the left until you find a spinning triangle. This triangle is a floating platform. If you stand on a triangle for too long, it spins and causes you to fall. If you fall, you've got to start again at the first platform.



Here's the way to navigate the platforms: Jump left onto the first platform. When it starts floating to the right, jump right onto the second platform. Ride this one up and right to the third platform. Don't stand on this third platform - jump quickly to the right and onto the fourth platform.

Stay on the platform until it finishes moving to the right and starts going left. Jump to the right, staying in the middle of the dark blue gridwork in the background. You land on the fifth platform. Ride this platform up to the final two platforms. When you jump onto the last one, head for the final stage!

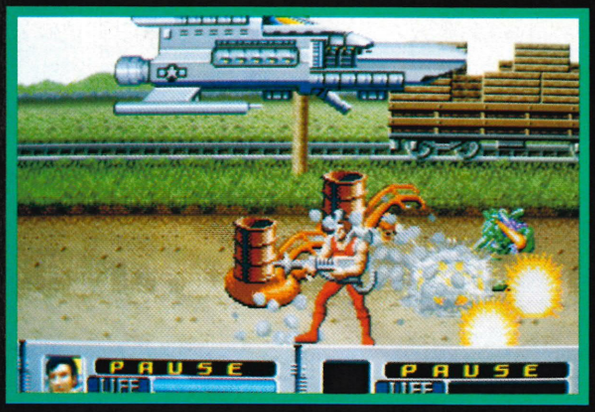
ALIEN S

THE SCENE

Alien invaders have descended upon planet Earth! These unnamed predators can take the form of almost anything—including humans! No one can stop the aliens until a band of renegades known as the Alien Busters begins to drive the aliens back. Become a Buster and rid the Earth of aliens forever!

MODES OF PLAY

Arcade is eight levels of frenetic action against alien scumbags. One or two players can play.
The Duel is a series of nine battles against progressively harder alien enemies. Only one player can participate.
1P Vs. 2P is a best-of-three duel.



FRIENDS

The humans that you see during the game are the people you're saving! Don't shoot them or you'll lose Life.

ENEMIES

The aliens have no names, but they have bad attitudes! The faster you fry them, the better you'll do in the game.

SPECIAL ITEMS

There are two items that appear during the game. The Energy Unit charges up the Energy Gauge slightly. The Life Kit charges up the Life Gauge slightly.

SCORING

You don't score points during the game. When you lose all your lives, or when you beat the game, you get a score and a rank that grades your score. Higher scores get higher ranks, of course.

LIVES AND CONTINUES

You have one life and one Life Gauge. As you're hit by enemies and other hurtful thingamabobs, you lose Life. Run out of Life and the game is over. You begin the game with three continues. When your Life Gauge bottoms out, you can continue from where you perished. If you run out of continues, the game is truly over.

WEAPONS

You can choose from one of three Alien Busters. Each Buster has a regular and Special Weapon.

Gordon uses the Thunder Bazooka. His Special Weapon is the Gunship.

Karla uses the Fire Blaster. Her Special Weapon is the Ballistic Missile.

Slammer uses the Electric Whip. Its Special Weapon is the Self-Destruct.

Each Buster has an Energy Gauge that keeps track of how much Energy the Buster has left. The more the Buster uses a weapon, the lower the Gauge gets. Using the Special Weapon drains the Energy Gauge very quickly. When the Gauge is empty, the Buster can only swing his weapon like a club until he gets an Energy Unit.

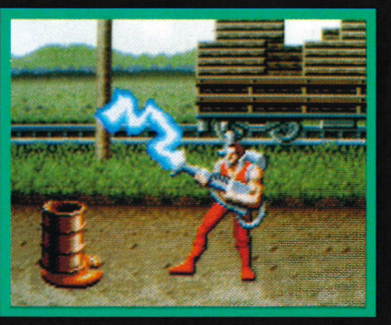
TORM

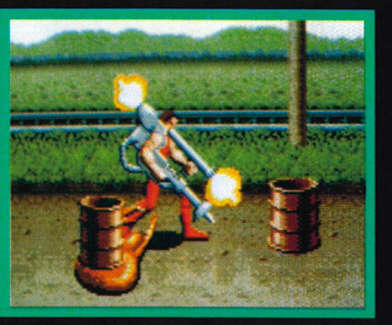
GENERAL TIPS

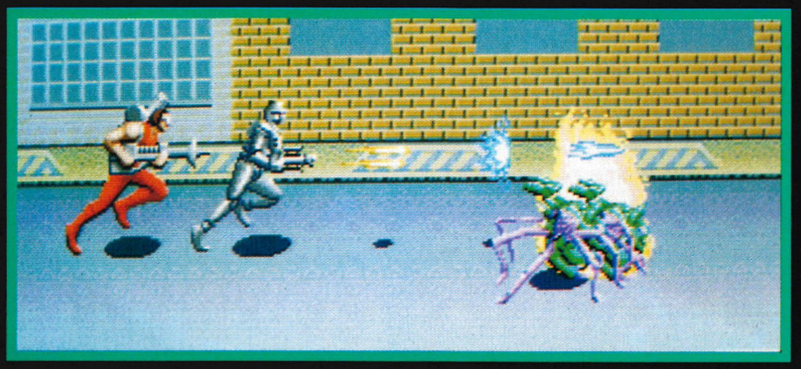
Shoot and move! If you stay in one place too long, the aliens will surround you on both sides and attack. Stay still just long enough to blast an alien, then start moving around the screen again. Run back and forth to really confuse your enemies.

In a two-player game, you only get the same amount of credits as you do in a one-player game. Therefore, if you want a better shot at finishing the game, play solo. If you want to goof around and have fun, play with a friend.

Slammer is the best overall fighter, followed by Gordon and Karla. You may find that you prefer one of the weaker characters over Slammer, don't worry about the one you are.







MISSION ONE: SAVE THE PEOPLE

You're here to save the people, but the first two guys that run onto the screen aren't people at all! They're aliens in disguise. These guys breathe toxic fumes, whip their tentacles, and jump at you to digest you. Call them Gut-Suckers.

Keep the Suckers on one side of you and attack! When you beat the Suckers, they'll turn into baby aliens. Whack these aliens to get Energy Units.

Walk to the right. The barrels will spring to life as the alien slugs underneath them attack you. A single green alien (call him Dwarf) will also charge. Defeat both the Slugs and the Green Dwarf.

Keep fighting to the right through the Dwarves and Gut-Suckers until you reach the people being attacked. Kill the heinous aliens until you reach the door leading into the warehouse. Go inside and you'll be participating in your first 3D Shooting Range!

The strategy for the Shooting Range is the same from Mission to Mission. Shoot everything in sight! Every part of the screen may be concealing an Energy Unit or Life Kit.

One strategy that works pretty well is moving the gun-sight to the edge of the screen and moving it up and down. You'll shoot everything, since the screen scrolls pretty slowly.

This Range is far easier than the ones you'll face in the future. All you have to do is shoot all of the attacking aliens. No Bosses, no flying guys, just easy blasting. Shoot them all and you're off to...

MISSION TWO: EXPEL THE ALIENS

A new Dwarf will attack soon into this Mission: the Pink Dwarf. Pink Dwarves take more damage than Green ones, so be more careful fighting them. The Slugs will have found new hiding places underneath the trashcans and mailboxes.

There's a tough alien about halfway through the Mission. He zaps lasers from both his front and his rear, and also spews out poison clouds. Call him the Zapper!

To zap the Zapper, keep alternating between his front and back, shooting the side that isn't Zapping. When Zapper zaps backward, shoot his face, then run or jump to his other side and blast him there while he zaps forward.

When you beat the Zapper, he'll burst into three babies, worth three Energy Units when you kill them! After that, you'll run off the right side of the screen, into a Fast-Scrolling Area!

The best way to blast all the aliens is to move up and down the screen, shooting constantly. This back-and-forth barrage of laser fire will hit just about everything that comes onto the screen. You may also want to try out your Jumping Attack. Now it's time for...

MISSION THREE: ALIEN'S NEST

New aliens! The Pink Swarmers have got small wings, huge hands, and a devastating smash attack. Stay away from them and blast from long range. Don't be the victim of an alien piledriver!

You won't toast anyone new during the Mission until you're almost into the 3D Range. The Blue Swarmers look more than a bit like the Pink Swarmers, and they attack (and die) the same way.

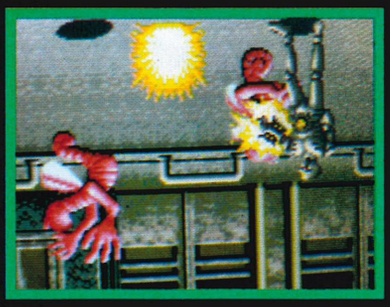
In the 3D Range, harmless humans will run across the screen. Don't shoot them unless you want your Life Gauge to go down (we know it's hard to resist, but try!).

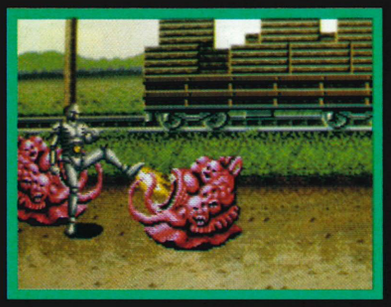
There are two new enemies in this Range. Leaping Dwarves jump into the foreground and slash you unless you shoot them first. The Master Alien walks around in the back-ground, doing nothing to attack you, but causing more aliens to come onto the screen until you shoot him. He'll take a lot of laser fire. Once he's toast, it's new mission time...

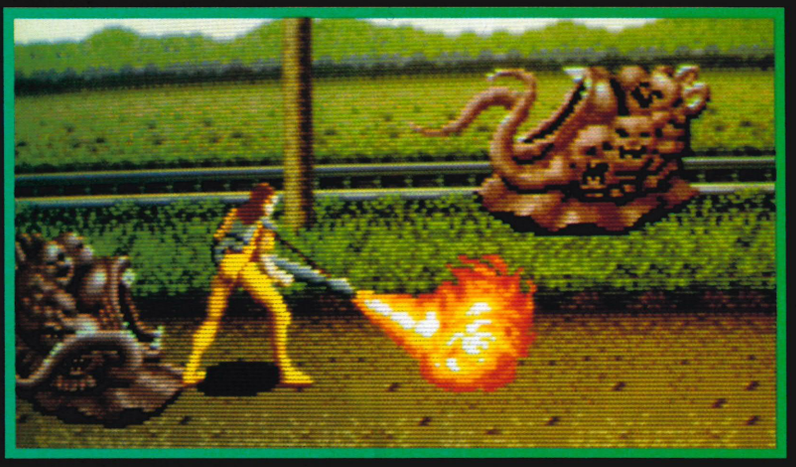
MISSION FOUR: DUEL IN BROAD DAYLIGHT

All the aliens in this Mission are Dwarves and Gut-Suckers, so there aren't any surprises, except for an open manhole. Watch out for the Green Dwarves when they start jumping out at you!

The 3D Range has two new guys to watch out for. Pac-Beasts are shot at you from Gut-Suckers and Flappers. Flappers are flying aliens! Take care of the Flappers first to stop the torrent of Pac-Beasts.







MISSION FIVE: SAVE THE LABORATORY

Watch out for the roof-mounted lasers scattered throughout the lab. They can do some damage (although not enough to kill you, just enough to annoy you!). Everything else is pretty simple, just Dwarves and Gut-Suckers.

The 3D Range has yet another thing to shoot: the Bullet Pod. The Leaping Dwarves will spit these at you, as will the Dwarves that just pop up from the bottom of the screen. Feed them hot laser death! The next Mission is...

MISSION SIX: NIGHT CRAWLER

You'll encounter some bizarre-looking green stalks in the middle of the level. They can't be killed, although they can be shot. This brings up the keenest trick in the game!

By standing a particular distance away from a stalk and firing at it, you'll use your medium-range explosive weapon over and over, blasting the stalk constantly. By standing on one side of a stalk, and shooting it, your enemies will line up with you, walk into the stalk and be blown up! Even if the enemies get past the stalk, they'll still fly into the path of your weapon and get nailed. Use the stalk trick to fend off the Swarmers.

There's another Zapper just after the stalks. Beat it and you'll have to fight a new alien with eyes-a-mundo! To fight the Conehead (as we'll call it), shoot it from medium range, then run to the other side of the screen! Keep running around the Conehead in a box pattern, shooting and moving. He'll leave behind a bevy of Energy Units when he dies.

After the Cone-head, you get to run through another Fast-Scrolling Area. This doesn't get tough until the end, when you have to shoot the Night Crawler. Keep far away from the rolling spikes, blasting the Night Crawler incessantly. Pieces will fly off the Crawler as you do damage. When the Crawler dies, it's time for...

MISSION SEVEN: DESTROY THE UFO

There are some goofy-looking Slugs at the start of the Mission. They plant themselves into the ground and use red growths as camouflage! You can still nuke the growths, fortunately.

The Gut-Suckers and Dwarves come non-stop in this Mission; this is the first time that you may seriously want to consider using your Special Attack. And keep all your enemies to one side! Get surrounded here and you're dead.

The 3D Range is the grossest one yet, but it's not tougher than the last one. Blast your way through it. When you've toasted the UFO, you'll walk outside—and be Gut-Sucked into the belly of the Alien Leader! Get ready for...

MISSION EIGHT: THE FINAL BATTLE

In this Mission, you have to choose your path through the Leader's innards. We've given you the shortest and easiest pathway through. You can go other ways if you want, but don't expect things to get any simpler!

The first chamber is filled with Gut-Suckers. They attack in groups of four, which means you'll be kept more than a little busy. Try a couple of Jumping Attacks to throw the Suckers off guard. When you reach the two doors, go through the one on the left.

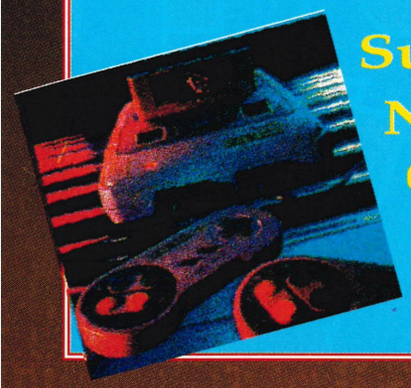
This is almost the last 3D Range you'll have to face. There are Leapers, Flappers, Crawlers, and Pac-Beasts. Shoot 'til you can't (and then shoot some more) to kill all the foul creatures and find some Special Items (which you'll probably need at this point). When you leave the Range, enter the leftmost of the three doors.

You're getting close now! Your final side-view battle is against Kangaroo aliens. They don't hop too quickly, but they spit poison and attack in huge groups. Use a Special Attack or two, and shoot the strange-looking flower on the ground for a Life Kit. When you reach the next group of doors, enter the leftmost one again.

Final battle time! This is the brain of the Leader. Don't worry about shooting it too much at first. Concentrate on the attacking aliens. When you've destroyed all the0 guards, the brain will be left defenseless. Shoot it rapidly and sit back to watch the ending sequence...

THE HOT SPOT

PLUS...



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THE SCENE

The all-powerful and totally evil Death Adder has kidnapped your King and his lovely daughter. Not only that, but he's also stolen the legendary Golden Axe, the rotter!

Death Adder is hiding in his palace. Can't someone go there and free the prisoners?

FRIENDS

In a two-player game, your partner is your only ally. The captives, when you free them, are friendly enough to tell you some important information, but otherwise, you're on your own kid.

Though not exactly friends, you can dismount certain enemies from

WHO ARE YOU?

Take your pick of these three mighty warriors:

Ax-Battler A powerful Barbarian. His mighty swings of the sword fells the mightiest of enemies you face.

Tyris-Flare An Amazon with a flashing blade and extra powerful magic abilities. She's nearly as strong a swordsperson as the Ax-Battler himself, but she's also faster.

Gilius-Thunderhead A strong, sturdy Dwarf whose flashing axe packs a lot of power. Gilius is also very fast and has the longest reach of all the heroes.

GOLDEN AXE

SCORING

The main goal of this game is to get to the end and defeat the final enemy. However, you do receive a rating at the end of the game which tells you about how well you performed.

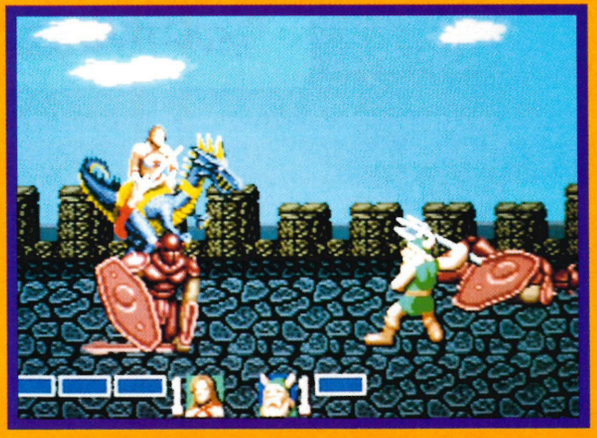
CONTINUES

With three continues, you have a pretty good chance to make it...

LIVES

Your mighty warrior starts each game with three lives and three continues. Use them wisely.

You start each life with three to five health bars depending on what you choose in the Option screen. Lose all of them and you lose a life. You also lose lives by falling off certain parts of certain screens, so watch where you walk.



WEAPONS

Each hero comes equipped with his or her favourite weapon. Ax-Battler and Tyris-Flare both use swords and Gilius-Thunderhead uses his axe. However, each character also has a specific magical ability that comes in very handy:

Ax-Battler. Uses Volcano Magic to defeat his enemies.

Gilius-Thunderhead. Has the weakest magic, though it does call down the Lightning on his opponents.

Tyris-Flare. Has the most powerful magic. She rains Fire down on those who would attack her.

Each character charges up a certain amount of magic power. The strength of the spell they cast varies with the amount of magic power they have.

SPECIAL ITEMS

There are two special items that appear in this game. One is the Magic Pot. To cast magic spells your heroes must have at least one of these Magic Pots. The more you can collect (up to the maximum for that character) the stronger the spell you cast.

The other special item is Meat, which restores one bar of your health meter.

You collect Pots and Meat from thieves who appear at various points throughout the game. Kick or slash them to make them give you what they are carrying. Blue thieves carry Magic Pots, and Green thieves carry Meat.

their strange steeds and use the power of their mount to your advantage. These strange beasts (called Bizarrians) come in three varieties.
Although these creatures are fitted with saddles, they are a bit wild still and eventually they run off if you get dismounted too many times. Your enemies won't be content to let you ride in peace. They try to knock you off your saddle as fast as they can.

ENEMIES

Your enemies are a horrible crew of monsters, skeletons, giants, and magicians. It's lots of fun. Each monster you face is rated for attack skill and movement. If you win the game, you see a whole cast of characters. Each enemy race also comes in different colours. The colours give you some clue about how difficult the enemy characters are. For instance, a red Longmoan is more difficult than a purple one. On the other hand, there are the Dark characters. These appear to be made of some heavy substance like stone. Their weight is never listed, so we assume they are very heavy. Although they may not have as high a rating as other characters, the Dark characters may be the toughest of all. Here are the basic monsters you face:
Heningers: These are club users. They come in several varieties: Silver, Purple, Red, Gold, Bronze, and Dark. Heningers are some of the easiest opponents you face. The Red Heninger is the most capable, with an Attack rating of A and a Move rating of B.
Longmoans: These are another kind of club user who also come in several colours with varying abilities. The Red Longmoan is the most capable.
Deadly female warriors: They may not be built like giants, but they waste you all the same. They sound like Russian ballerinas, but they dance with their weapons in hand. They are Storchinaya (purple), Strobaya (blue) , Lemanaya (red), and Gruziya (dark). Lemanaya has the highest rating.
Skeletons: Fast and very skillful. You may find that Skeletons give you lots of trouble at various points in your quest.

And then there are several types of giants:
The Bad Brothers (blue), Sgt. Malt and Sgt. Hop (purple), and General Heartland (red) are all 8 foot tall giants who want to bash you into the ground with their giant clubs.
The sword-wielding knights in armour are the Bitters, (Lt. Bitter (silver), Colonel Bitter (red), and General Bitter (gold). These guys only look like giants. After all, they're only 6' 11' tall. But they still don't mess. Their giant swords have a long reach. Don't get in their way.
Finally, there's Death Adder Jr. and Death Adder himself. Not only do their slashing axes cut you to ribbons, but they cast nasty magic spells whenever they feel like it.

CONTROLS

One of the best aspects of Golden Axe is the great number of abilities your characters have. Each hero delivering a wide variety of attacks, making this one of the most enjoyable hack and slash 'em up type games.

As with other Megadrive games, you change the button assignments in the Option screen, but we'll talk about the default configurations.

LIST OF ATTACKS

Button B or B (2x): Stab or slash once or twice (depending on distance from enemy).

B(3X): Special strong stab.
Poke weapon handle at a close monster.
Pick up near monster and throw it.

B(4X): Poke close monster with your weapon handle.

B(5X): Kick nearest monster.

Press LEFT or RIGHT twice quickly to start running. While running press Button B to attack with a head butt or flying kick (depending on the character).

Each character has a special move when you press Buttons B and C. Ax-Battler and Tyris-Flare both perform a powerful whirling slash with the sword. Gilius does a fancy somersault.

Another important move to master is the jump attack. Press Button C to jump and B to deliver a downward thrust with your weapon. The jumping attack can help get you out of a tight spot when you're surrounded by enemies.

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GENERAL TIPS

You're probably anxious to start the quest and defeat Death Adder. But if you have the patience, you get a lot of practical experience in the Duel mode of this game, honing your skills and learning to master each of your techniques.

If you want to dive right into the adventure, however, there's no harm in trying. Remember that enemies only appear as you move forward. Once you've cleared an area, it's safe until you move on. At the beginning of the game, you're in a safe area. If you don't move too far forward, you can practice your moves unmolested. It's a good idea to get used to the timing of your techniques. Especially practice your jump attack and your special move.

Be careful you don't press the Magic button by mistake! That wastes your magic powers and you have to wait to recharge them.

During the battles, don't get caught with an enemy on either side of you. They thrash you if you do. When you see you're about to be surrounded, perform a jump attack to drive them off.

Another situation to avoid is more difficult to describe. There are places in the game where you may get cornered and be unable to escape. You won't fall down, but you won't be able to attack either. If you're in a two-player game, ask your partner to come and help. Otherwise you die!

When you get an enemy down, keep pressing the Attack button to do more damage. Finally, you either kick the enemy or pick it up and toss it. But be careful. Most enemies come back for more.

Some enemies are difficult to approach because they are fast and have a longer reach than you do. For instance, the Bitter soldiers have very long swords. Use a running attack to bash them down. The running attack isn't as strong as some, but you can often keep hitting an enemy with a jump kick or head butt again and again. Just as they get back to their feet, hit 'em again.

Look for special advantages. Death Adder's soldiers aren't usually very smart. You fool some of them into falling off cliffs - that saves a lot of wear and tear on you. In other cases, you may be able to attack an enemy from below where he can't hit you. Also, use the Bizarrians when you can, but be very careful. In many cases, as soon as you get on the beast, one of the other enemies knocks you off again. They don't like the idea of being burned by a dragon's flame.

In two-player games, learn to use teamwork. It is possible to hit each other, so stay out of each other's way. The best way is if you each take an area of the screen to fight in. Of course, enemy soldiers may all attack one player, in which case, you'll need all the help you can get.

STAGE ONE: THE WOODS

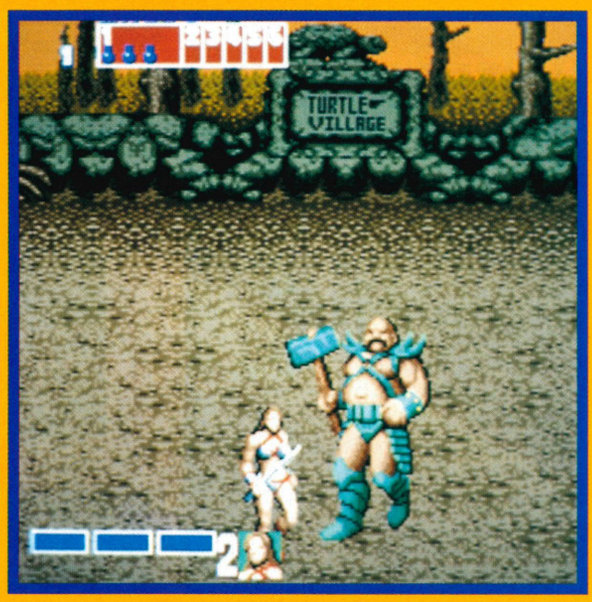
You don't get to take more than a few steps along the way when... BAM! Some of Death Adder's minions. The Silver Heningers are pretty easy, but they're just a warm-up. Beat them and the purple characters who come after them, and you meet your first thief. Collect his magic by poking him. If you have Tyris-Flare in your party, let her charge up the magic. Hers is the most powerful, but at its sixth level of power, it needs six Magic Pots.

Move on and get the Chicken Leg if you can. But don't worry about it if you don't get it. The Chicken Leg's tail thrash isn't all that spectacular and you do just fine without it.

When you get to the outskirts of Turtle Village, you fight a couple more Heningers while the Bad Bros stand by watching. The Bad Bros won't step in until you've disposed of the Heningers - unless you attack them first. However, once you start fighting them, try to stay away from their hammers. The Bad Bros use all sorts of techniques. Beat them with running attacks or knock them down with a running attack, then hit them when they're still on one knee. They're helpless until they get back on both feet.

After you beat the Bad Bros, you've earned a rest. But watch out for the thief. Get some more magic before continuing your journey.

STAGE TWO: TURTLE VILLAGE



Defeat the first Heninger using running attacks and pinning him to the edge of the screen. Or send him and his cohort flying off the edge of the cliff just behind you. Then proceed into the village. But watch your back.

Right after you see the children running, you encounter a Blue Dragon. Get it and burn your enemies. However, you have to be quick, or they reclaim it. The Storchinayas are fast on their feet, so you need to be faster.

Next, get the magic from the thief. He's hiding amongst the fleeing children. Now you meet another Heninger and some Strobayas. Beat them and along come a couple of Lemanayas with a Red Dragon and a Skeleton for company. If you get on that dragon, you are able to take care of business with no mess, no fuss. Next, another opportunity to collect magic as more thieves appear.

STAGE THREE: THE CROSSING

You're on the back of a turtle. You knew that, right? And now you'll have to cross over to the land. First fight off a small group and get their Blue Dragon. The Dragon helps you a lot in the next part of this stage.

Be careful when you jump the gap ahead. Jump at the last minute to ensure you make it, or practice a technique you need later. Tap the direction button twice and then tap the attack button to jump the gap. With a running start, a short jump like this is a breeze.

Collect more magic, then move onward to meet more adversaries. Right away, you run into some more Amazon Women. If you have the dragon, use it. If not, you just have to fight your way past them. Move forward very slowly and you see a door with the word DEB. written above it. Sgt Malt and Sgt Hop come out of there. If you ride the dragon along the wall, it is possible to blast these two giants and never give them a chance to get near you. They try to rush you, but a bit of hot dragon breath cools their jets. Of course, if you don't have the dragon, just use your best giant killing techniques.

More screaming children and more magic are followed by some Gold Heningers and Longmoans. Before long, however, you meet Lt Bitter, the first armoured giant in the quest. Running attacks work pretty well. He may get you with his giant sword a few times, but you should be able to beat him. If you're feeling insecure, use magic. There's lots of it available once you beat Lt Bitter.

STAGE FIVE: TO THE PALACE

Time to get off the eagle and get serious. But not before battling three more skeletons, and these guys seem to be even tougher than the ones before.

Walk very slowly across the narrow causeway. You may be able to jump the Lemanaya on the Blue Dragon before she's ready to attack you. Then you can get the dragon and really do some damage.

Get past the Lemanaya and there are some Red Heningers and Longmoans to defeat. They're followed by two Col. Bitters. Use your running and jumping attacks on the Bitters. And try to stay out of sword range. Use magic if you want. At the beginning of the next stage, there are several thieves to stock up your magic supplies.

STAGE FOUR: GOING TO EAGLE ISLAND

Look out for the Red Heningers and Longmoans. They attack from behind. Take care of them and continue forward.

Here is a place where you can get caught, unable to move. But be careful. You're on an eagle, remember. Don't fall off the edge of the screen, or it's one life less.

Once you finish with the red baddies, continue forward. Be on guard, though. A skeleton appears from the ground behind you. Skeletons are quick, so bash them with any technique that works. Take care of the second skeleton before moving on. If you trap him on the upper level, beat him from below, and he can't hit you back. That's fair play, isn't it?

Get some magic before you go on, then fight the Dark Heninger. Be careful moving forward. Two more Dark characters are waiting to attack. Then the message tells you to go on. Immediately you are attacked by another skeleton and another Dark Heninger. These guys just seem to be getting tougher and tougher, don't they?

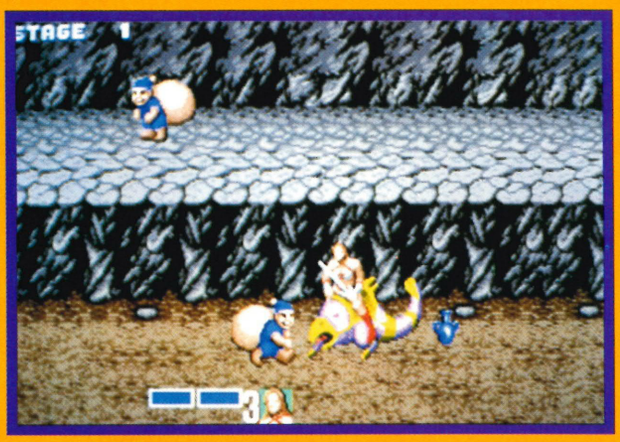
Even tougher still are the two skeletons and the Dark Longmoan who appear next. Do they never stop coming? A little magic helps, though, because there are some thieves waiting for you if you beat this last crew.

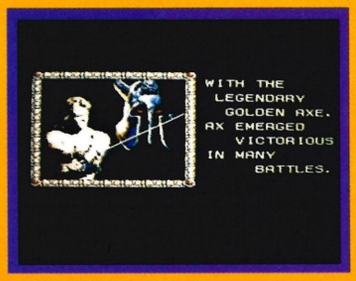
STAGE SIX: THE PALACE GATES

Once you collect the magic from the thieves in front of the gates, you'll meet two pals—a Red Heninger and a Longmoan. They're travelling with General Heartland, the toughest of the giants. His hammer flashes down on you pretty fast, so keep your distance. He'll succumb to some good running attacks. Remember, get him before he can get back up.

Well, that wasn't so hard, was it? So now you're ready for a good fight, right? Are you ready for two more skeletons and Death Adder Jr.? Sure you are. Treat them to a little dose of Flame Magic if you've got it. That toasts them to a crisp. All except Junior, who is a good deal tougher than anyone you've met so far. Treat him as you do the giants. Hit him when he's down. Constant running attacks, hitting him when he's still on one knee does him in eventually. Don't let him cast any of his own magic spells, though. If you hit him just as he's about to cast a spell, you can stop the spell before it does anything.

Once you've defeated Junior, you've freed the King and his daughter. But they'll tell you you're not done yet. These nice people send you to certain doom inside the palace dungeons. Oh well. Nobody told you it would be easy being a hero.



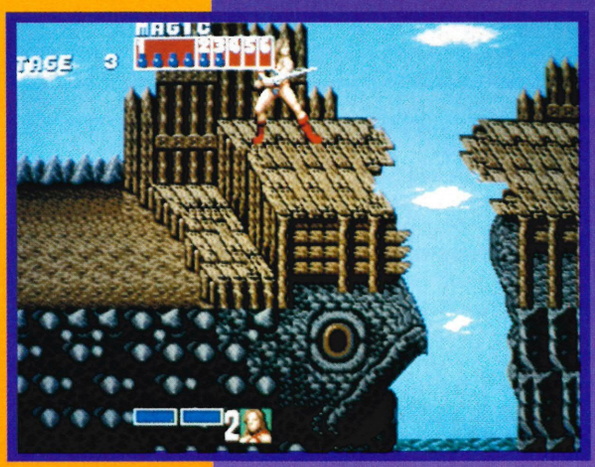


SECRETS

Golden Axe is a game that's lots of fun to play, whether you win or not. However, for those who can't make it to the end, there are some secrets that might help. The easiest is to start a two-player game and then kill off the second player, taking all his or her lives. Once the second player screen reads "Game Over," an extra continue is given to Player One. That's three extra lives.

If you really can't get to the end, even with that trick, though, there's still a way. It's ultra top secret, though, so don't breathe a word. And don't read this if you want to keep the challenge of Golden Axe:

To select any level in the game, hold the B button and START while pressing diagonally down and left on the pad. A number appears in the upper left corner of the screen. The direction pad selects the level number. Then press START to begin playing.



STAGE SEVEN: THE PALACE DUNGEON

As soon as you enter the dungeon, you're attacked from behind. Maneuver yourself so you get your enemies' backs to the hole and knock them into it. Now look at that gap in the floor! Don't just try to jump it. Play it safe and use your running attack to get across. And watch out that you don't jump and hit your partner or another enemy coming from the other side, or you'll have a long way to fall.

Once you're safely on the other side, defeat the Skeleton there and proceed. See that area that goes down to the front of the screen? It has no walls. Lure your enemies out of their hiding places and then walk down there. The Skeletons simply fall off the edge. Then knock the dark enemies off the edges to make the fight short and sweet. But don't go over the edge yourself! Learn to dodge a running attack and watch your attacker fall into the blackness. More attackers await you. Try to get behind them and knock them over the edge. You're going to need all your strength and all your lives, so don't fight any more than you have to. Keep on fighting and going ever forward. Get the magic after you take care of the dark soldiers. You're almost there. Just don't give up yet. The worst is yet to come, anyway.

Now you're in the Palace courtyard. Look out for the statues that come to life. Move down the screen to use the drop behind, and you'll make short work of this crew and the two General Bitters who appear next. Easy, isn't it? You thought it was easy, did you say? Well get ready for the most difficult encounter of all. Now you get to meet the Death Bringer. Not only does his flashing axe move like lightning... not only do his two Skeleton companions never die... not only that, but he also casts the wickedest magic spells every time he knocks you down. The best secret is not to let him knock you down. Barring that, come with plenty of lives left over.

To defeat Death Bringer, use any magic you have. Then concentrate on attacking him without getting hit. You'll have to beat off the Skeletons, but don't bother trying to kill them. They just don't go away. If your timing is good, though, you can use the running attack the way you did on the other giant characters, but this guy is pretty fast, so you'll have to move even faster to succeed. Jumping attacks are also effective because you can keep the Skeletons away at the same time.

If you defeat Death Bringer, you've earned a reward. So stick around and watch the closing credits. They're worth a few minutes. Then check out how you rated in your game.

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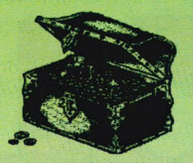

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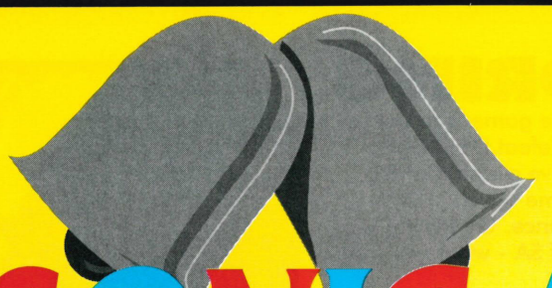

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GOLDEN AXE II

THE SCENE

The magical powers of the Golden Axe have helped the land of Yuria to grow and prosper. A few years ago, the evil Death Adder took the Axe and tried to use its powers for his own evil purposes. He was defeated by three mighty warriors: Ax-Battler, Tyris-Flare, and Gilius-Thunderhead. Now the Golden Axe has been taken again, this time by Dark Guld. The three warriors are ready to fight for the Axe. Are you?

SCORING

The goal of the game is to get to the end and defeat Dark Guld. You also receive a rating at the end of the game which judges your performance. Go for the ultimate rating of SA - whatever that stands for.

WEAPONS

Each hero is armed with his or her favourite weapon. Ax-Battler and Tyris-Flare are armed with swords, while Gilius-Thunderhead uses an axe. Each character also has special magical powers for mass destruction.

SPECIAL ITEMS

To cast magic spells, your heroes collect Magic Books. The more Books you collect, the higher the Magic Power Gauge, and the stronger the spells you cast.

For extra strength, collect pieces of bread and meat. Each piece restores one bar to your Life Meter.

You collect Magic Books, bread and meat from Wizards that appear in the bonus stages. They sneak into your camp in the form of small animals, then transform into their true selves. Kick or slash them, and they drop the special items they're carrying.

LIVES AND CONTINUES

You start the game with three lives and three continues, for a total of nine lives. Use them wisely!

You start each life with three to five bars on the Life Meter. If you lose all of the bars, you lose a life. You also lose a life instantly by falling off a cliff.

ENEMIES

Your enemies are a grotesque crew of monsters, skeletons, giants, and magicians. Read about them in the general tips below.

FRIENDS

Dismount some enemies from their strange steeds and use the power and strength of the mounts to your advantage. These beasts, called Bizarrians, come in three types.

The Chicken Leg: Lashes enemies with its tail.

The Fire Dragon: Breathes fire. This is the best of the Bizarrians, because it does the most damage with its fire attack.

The Green Dragon: Kicks enemies with its hind legs.

If you're hit by an enemy while riding a Bizarrian, you fall off and have to remount. If you fall off the Bizarrian too often, it runs away, leaving you to walk through the rest of the level.

STAGE ONE: RAVAGED VILLAGE

You won't be able to take more than a few steps before you're attacked! The soldiers armed with metal claws are stronger and faster than the club-wielding soldiers, so take care of them first.

After defeating a few soldiers, you encounter a wicked Wizard chasing after a woman and child. Knock the Wizard to the ground and he drops a Magic Book. Grab it to increase your Magic Power Gauge.

Halfway through the stage, on the left side of the bridge, you find a Green Dragon Bizarrian. Use the Bizarrian's Charge Attack by pressing the controller LEFT or RIGHT twice quickly. This is the best attack to use, besides Magic.

The Boss of this stage swings a huge spiked club. If you're riding the Bizarrian, use its Charge Attack to finish the Boss quickly. Without the Bizarrian, stay above or below the Boss and attack when he comes close to you. Don't stand in front of him, or he charges at you; and don't get too close, or he picks you up and throws you. He may sound tough, but he's pretty easy to defeat.

STAGE TWO: RUINS

You encounter a Chicken Leg Bizarrian not far into the stage. Climb aboard and take him for a ride. You should be able to stay on him until you reach the skeletons.

When you reach the stone ledge, look for the gap at the bottom of the screen. Throw skeletons into this gap to dispose of them easily. Once you start to encounter the skeletons, take your time getting through the rest of the stage. If you move too fast, there will be too many skeletons on the screen for you to fight!

When you reach the end Boss, throw the skeletons at him to cause serious damage. You can even pick up and throw the Boss himself! The Boss has a long reach, so stay above or below him as you attack.

STAGE THREE: TOWER

At the start of the stage, move to the top of the screen and back up against the wall. This forces your enemies to attack you from one side only, giving you the advantage during battle.

When you reach the bridge, trick your enemies by moving to the bottom of the screen. This way your enemies walk right off the bridge!

The Boss is actually a group of purple lizard-men. They are only slightly stronger than normal foes, so attack with the same techniques you use against the normal enemies.

STAGE FOUR: DRAGON'S THROAT CAVE

There's a cliff near the beginning of the stage. Throw the skeletons off the cliff. Once you pass the cliff, you meet up with the purple lizard-men from stage three. They attack in smaller groups this time, but they're as tough as ever. Watch your back!

The Fire Dragon Bizarrian makes its first appearance slightly before the Bosses of this stage. Use the Dragon's nasty halitosis to burn your enemies. You should be able to reach the end of the stage on your Bizarrian.

Remember the Boss from stage one? This time, there are two of them! There are two attack strategies to try: Slash down one of the Bosses and throw him into the other Boss. Or try to separate the Bosses and keep them at opposite sides of the screen, attacking with Jump Kicks. Don't stay in front of a Boss too long, or he charges at you!

SPECIAL MOVE

Don't get caught with an enemy on both sides of you - you get thrashed heavily if you do. When you see that you're about to be surrounded, use a Jump Attack to drive them off.

Some enemies are difficult to approach because they are fast and have a longer reach than you do. Use a Running Attack to knock them down. The Running Attack isn't very strong, but keep hitting an enemy with it and it soon sorts them out.

In two-player games, learn to use teamwork. It is possible to hit each other, so stay out of each other's way. The best method is for each player to take one side of the screen to fight on. Of course, the enemy soldiers might attack a single player, in which case you need all the help you can get.

GENERAL TIPS

You're probably anxious to start the quest and defeat Dark Guld. If you have patience practice honing your skills in the Duel Mode in the Duel Mode.

If you want to dive into the game right away, remember that enemies only appear as you move forward. Once you've cleared an area, it's safe until you move on. If you don't move too far forward it is possible to practice your moves unmolested. It's a good idea to get used to the timing of your techniques.

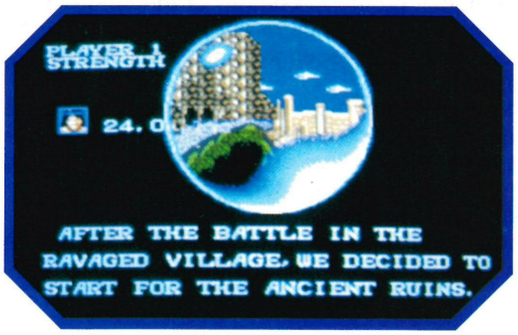
▶

STAGE FIVE: CASTLE GATES

You find two Bizarrians near the beginning of the stage: a Fire Dragon and a Chicken Leg. The Fire Dragon is obviously the better choice, with its more powerful attack. Of course, if you've already lost the Fire Dragon, the Chicken Leg is better than nothing!

There's a bridge in this stage, as in stage 3, and once again, your brain-dead opponents can be tricked into walking off the bridge..

The Boss from stage 2 makes a reappearance at the end of this stage, and he's brought his twin. Throw the Bosses at each other, or use the tried and true Jumping Attack. Either method works.



STAGE SIX: CASTLE

Don't use your Magic during this stage! Save it up for stage 7 (and the final confrontation with Dark Guld). All of your enemies in this stage are beaten easily enough without using Magic.

Stay away from the gates along the walls as you walk to the right. Purple Bosses come out of the gates as you walk past them.

There's a large pit in this stage. Use the pit to your advantage by tossing enemies into it. Don't get too close to the pit or you may fall into it yourself!

When you defeat the soldiers in front of the Boss, he leaps off his throne and enters the battle. This golden Boss is a lot faster than the silver Boss you've seen previously, so keep moving and keep attacking.

STAGE SEVEN: DARK GULD'S CHAMBER

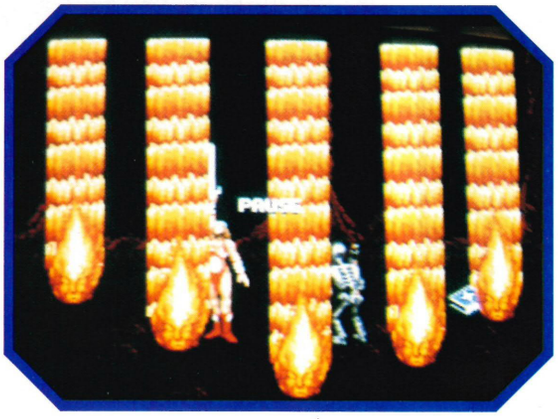
Dark Guld is a wicked opponent. He has magical powers, and uses them to attack you. He also makes skeletons appear out of thin air! There are several ways to attack Dark Guld...

The first, and worst, way is the Jumping Attack. Dark Guld slices you out of the air with the Golden Axe before you can strike. The Jumping Attack sometimes works if you attack from above or below Dark Guld. It's still a poor choice of attack though.

Another way to waste Dark Guld is to approach him, and then kick or throw him. This method does more damage, but watch out because he still manages to hit you few times.

The best attack method is to pick up the skeletons and throw them at Dark Guld. Since he creates the skeletons with his own Magic, you never run out of them, and Dark Guld isn't smart enough to stop creating the skeletons.

When Dark Guld is defeated, Yuria is safe and you win the game! Sit through the credits and your Strength Rating appears. The higher the difficulty level, and the better you played, the higher your rating.



SECRETS

Eight Credits

At the title screen, move the cursor to OPTIONS. Press A, B and C simultaneously and hold them down until the Option Screen appears. Let go of the A button, but keep holding B and C. Move the cursor to EXIT and press START. Choose a one or two-player game, press START, then press the A button. You now have eight credits.

stage Select

During the opening sequence (showing Dark Guld in his throne room), hold down A, B, and C and press START. Move the arrow down to OPTIONS, continue to hold down A, and press B and C.

When the Options Screen appears, move the arrow down to EXIT. Keep holding down A, and press B and C three times to get to the Select Player screen. Hold down A, press the controller UP, and hit B and C.

A single number appears on the screen. Press the A, B or C button to change the number to any of the seven stages. Press START to begin playing at that stage.

300 Magic Units

This amazing secret requires a bit of work, but the end result is well worth the effort - it gives you enough Magic to easily destroy every Boss in the game, including Dark Guld! Perform this trick on any level with a bonus stage after it. Make sure that your Magic Option is set to Special, not Normal.

The first step is to defeat the end of level Boss. When the Boss is dying, and starts to flash, hold down the Magic button. Keep holding the button down throughout the bonus stage. Don't attack the Wizards and don't collect any Books during the bonus stage.

At the start of the next stage, release the Magic button. After the spell has been cast, check out the bottom of the screen. You should have a whopping 300 Magic Units!

There's one major catch to this trick. If you hold down the Magic button too long, and try to cast a spell more powerful than your character normally handles, the game freezes and you have to reset.

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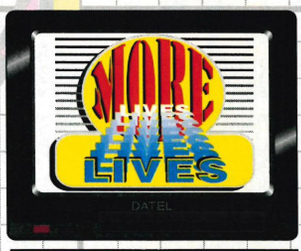

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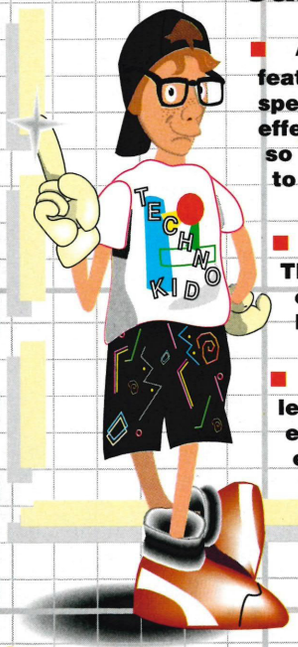

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AFTERBURNER

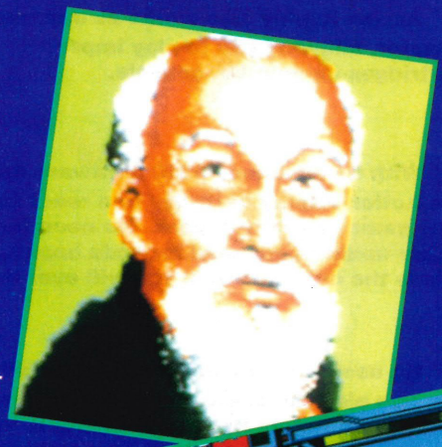
Music Selection Screen
When Game Over appears, hold down B until it disappears. A music selection screen appears. To resume play and exit the screen, hit START.

Level Select
Wait for the Start/Options screen to appear. Hold down A, B and C and press START twice. Et Voila!

GENE MINI

BUDOKAN

Beat Okabe and Hirose
To defeat Tetsuo Okabe (Match 5) and Miyuki Hirose (Match 8), select the Bo as your weapon. When the match begins, press A, B or C and hold LEFT. You block all of your opponent's attacks. Wait until you have maximum Ki, then strike your opponent. One hit wins you the match.



GAIARIES

Stage Select
Go to the configuration mode by holding down A, B and C and pressing START. Place the sound test at 18. Hold down A on the second controller and exit the configuration mode. Press START on Controller One to go to the Stage Select.

Weapon Power-Up
Enter the Stage Select mode, then begin the game. Pause the game and hold UP while pressing A twice. Resume the game and shoot the TOZ to power up your weapon.

Weapon Select
Enter the Stage Select mode, then begin the game. Pause the game and hold UP while pressing A to select your weapon.

BURNING FORCE

10 Lives Per Continue
Press START on the title screen so that "START/OPTION" appears. Press B, A, B, A, A, C, A, A and START. When you continue, you have ten men!

GAIN GROUND

Level Select
Go to the Option Screen. Move the arrow to the Level selection. Press A, C, B and C. Round Select appears below Sound Test.

RAL TIPS

PHANTASY STAR II

Defeating Dark Force and Mother Brain

Make sure your party is made up of Rolf (that's you, if you've changed Rolf's name), Rudo, Anna, and Amy. Rolf must have 165 technique points, so that he can use the Megid Technique three times. Make sure Amy has 160 technique points, to use Nasar three times and Nasak once. The best weapons to have are: Nei Sword (Rolf), Nei Shot (Rudo), Nei Slasher and Acid Slasher (Anna). Amy is the Healer, so she doesn't get weapons.

When you start fighting, set Rolf to Megid and Amy to Star Mist (if she has none, use Nasar). When you use the Megid Technique, your party loses half of its energy, so use Amy to heal the party. Keep pressing B to plan strategy in between rounds. When Rolf runs out of Megid, have him use the Nei Sword. When Amy runs out of Nasar, have her switch to Nasak.

When you destroy the Dark Force, use the Nei Sword to revive your companions, get your energy restored by Lutz, and go get the Mother Brain.

Resurrect Nei

Before you go to Climatrol, have Shir steal some Moon Dew. Give it to yourself, Rudo or Anna. Now go to Climatrol. After Nei is killed, and during the fight with Neifirst, use the Moon Dew to bring Nei back to life. She fights with you against Neifirst.

HARD DRIVIN'

Traffic On The Practice Track

Play a normal game. When you finish and return to the title screen, press C to enter the Options screen and set the game to Practice. Hit B and C, then press START to exit the menu and start the game. You are now practicing with the traffic of the normal game!

Hit The Cow

When you're just coming onto the Stunt Track, aim for the cow on the side of the barn. Hit it and you hear a hysterical moo!

INSECTOR X

Unlimited Continues

When "Game Over" appears, wait for "Press Start Button To Continue" to appear. Press DOWN, UP and LEFT, then press C. Each press adds one continue to your total! You can have up to eight continues at one time.

HERZOG ZWEI

Password

The password for Level 32, the final level, is: JLJOIGLAOKN.

THE LAST BATTLE

Secret Continue

If you're past Chapter One, continue from the last Chapter you reached. When the game is over, hold down A, B and C, then press START four times while holding them down. Now select the Chapter you want .

GENERAL MINI TIPS

POWER BALL

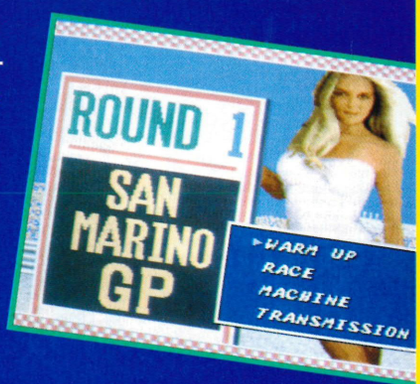
Sound Test
Go into the League Continue Mode and select China as your team. Enter the password KWGEN and hit START.

SUPER HANG-ON

Password
Use this password for an obscene amount of cash:
@BOXTEXT:**5FF3F540F33504 FFHWKJOMBJOFDU**

SUPER MONACO GP

Password
Use this password to go to Race 15. If you crash, you are rewarded with the end sequence.



0Q76 2ILM
F200 0000
0010 H10F B324 5D76
CA89 EGC1 0000 0002
0000 0000 F200 2CAC

MIDNIGHT RESISTANCE

Stage Select
On the title screen, hold down C and press START. When you begin the game, press START to pause, and then hit A to advance one level. Repeat this trick endlessly to skip to any level!

TWIN COBRA

Ending Sequence
We recommend you do not use this trick until you've actually beaten the game; otherwise, you are just cheating yourself out of a reward. Anyway, press START to reach the green title screen and press UP, DOWN, RIGHT, LEFT, A, B, C and START and the ending rolls.

14 Continues
Press START to reach the green title screen, then hit A to pump up your continues. You can get 14 maximum.

Maximum Weaponry
Pause the game. Press UP, DOWN, LEFT, RIGHT and hold down A while pressing START to resume the game. Your weapons are now at full power.

Unlimited Bombs
If you run out of bombs, pause the game. Press UP, DOWN, LEFT, RIGHT and hold down B while pressing START to resume the game. You can repeat this trick endlessly.

SWORD OF SODAN

Potion Warp
Collect 4 Etherium potions and drink them all at once to warp to the next level.

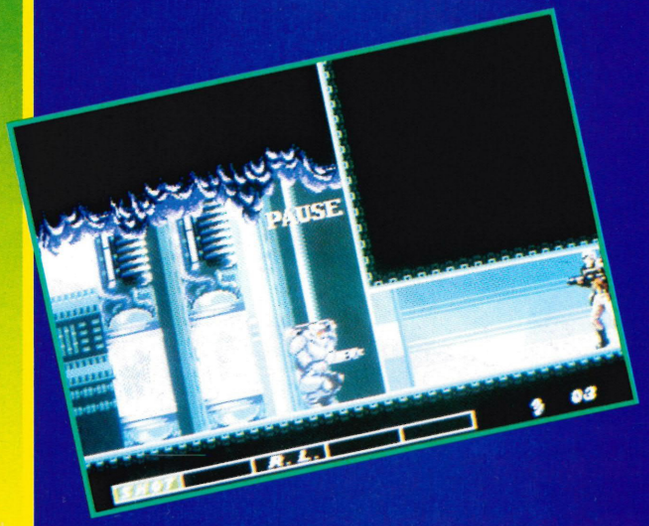
Controller Warp
Make the highest score on the highscore screen. Enter your name as HINANP:) and begin a new game. Now press START on Controller 2 to warp to the next level.

THUNDER FORCE III

Wave And Wink
On the ending sequence of the game, press C and your character's hands wave and eyes wink.

ALTERED BEAST

Infinite Lives
Insert Golden Axe and turn it on. Wait for the Sega logo to appear and then take the cartridge out without turning the power off. Insert Altered Beast into the Megadrive. Press RESET and go to the Option Mode. If the player number is 0, you have infinite lives.



ESWAT

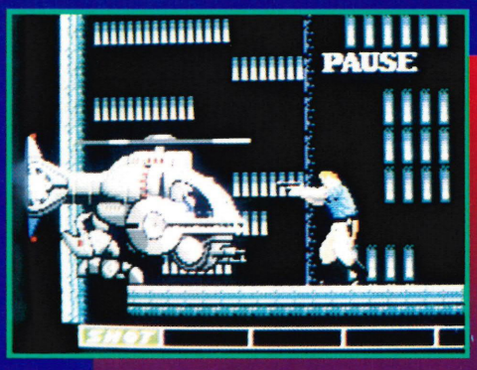
Level Select
Insert ESWAT into the Megadrive and turn it on. Take the cartridge out of the Megadrive without turning the power off. Insert ESWAT back into the Megadrive. Press RESET and press START when the information screen for Level 1 appears. Hold LEFT on Button DOWN while holding down A, B and C. When a number appears, move UP or DOWN to change the level number, then press START.

VALIS III

Stage Select
On the title screen, hold down A, B, C and UP while pressing START. The screen turns black. Let go of START to access the Stage Select.

ZOOM!

See The Programming
During the One/Two Player screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A and B. A special screen appears. Select Debug on this screen, then play the game and press A. The screen splits in two and reveals a bizarre series of letters and numbers. This is the actual programming code of the game!



ALEX KIDD IN THE ENCHANTED CASTLE

Infinite Lives
Insert Space Harrier II or Super Thunderblade into the Megadrive and turn it on. Go to the Options Menu. Take the cartridge out of the Megadrive without turning the power off. Insert Alex Kidd in the Enchanted Castle. Start the game and you'll have infinite lives.

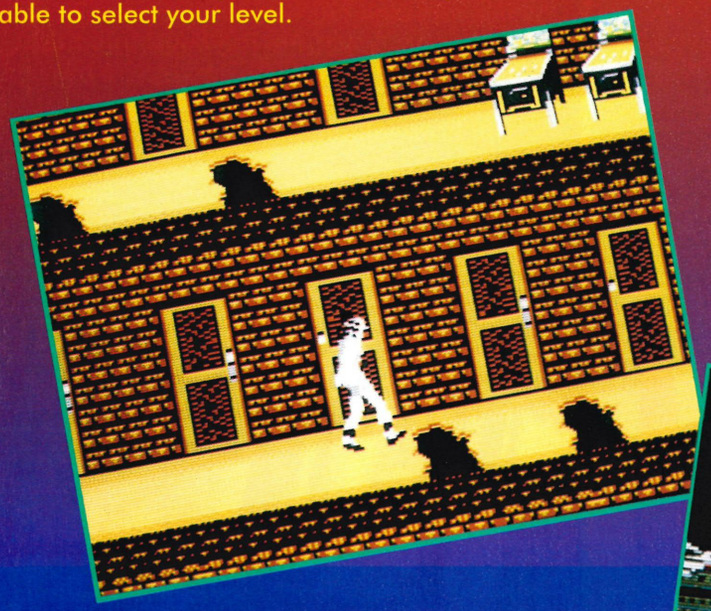
GHOULS 'N' GHOSTS

Secret Title Screen
Insert Super Thunderblade and turn it on. Wait for the Sega logo to appear and then take the cartridge out without turning the power off. Insert Ghouls 'n' Ghosts. Press RESET and the secret title screen appears. This is the title screen for the Japanese version of the game.

MOONWALKER

Level Select

Insert Moonwalker and turn it on. Wait for the Sega logo to appear and then take the cartridge out without turning the power off. Insert Moonwalker back into the Megadrive. Press RESET, then press START. Now you are able to select your level.



SPACE HARRIER II

99 Lives

Insert Altered Beast and turn it on. Wait for the picture of the statues to appear and then take the cartridge out without turning the power off. Insert Space Harrier II. Press RESET, then begin the game as normal and you should have 99 lives.

STRIDER

Infinite Lives

Insert Altered Beast and turn it on. Wait for the Sega logo to appear and then take the cartridge out without turning the power off. Insert Strider. Press RESET. When you begin the game, you should have nine (or occasionally zero) men left, and the counter stays at nine (or go from zero to nine and then stay at nine), even when you die.

THE LAST BATTLE

Level Select

Insert Space Harrier II and turn it on. Push A on the title screen to get to the selection screen. Take the cartridge out without turning the power off. Insert The Last Battle. When the screen says "Legend of the Final Hero" press A, B, C and START at the same time. The screen says Chapter 1. Push Up on DOWN to select the Chapter you want, then press START to play.

REVENGE OF SHINOBI

Secret Title Screen

Insert any cartridge (except for Revenge of Shinobi, of course) and turn it on. Take the cartridge out without turning the power off. Insert Revenge of Shinobi. Press RESET and the secret title screen appears. This is the title screen for the Japanese version of the game.

RAMBO III

Infinite Lives

Insert Altered Beast and turn it on. Wait for the picture of the statues to appear and then take the cartridge out without turning the power off. Insert Rambo III, press RESET, then start the game.

THUNDERFORCE II

evel Select

Insert Target Earth and turn it on. Enter the Option Menu and change Pad Reset to Enable. Return to the title screen and let the story run. When you see the green enemies firing during the story, take the cartridge out without turning the power off. Insert Thunder Force II. Press RESET and go to the Configuration Mode by pressing A and START. Press LEFT and RIGHT to select your level.

The Action Zone

WIN!!!

SONIC THE HEDGEHOG 2

0839 40 50 51

WIN! WIN! WIN!
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GAME GEAR 0839 40 50 54
MEGA DRIVE 0839 40 50 55

WIN!!!

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BACK TO THE FUTURE III

Stage Skip
Pause the game and press the following buttons simultaneously: UP and A, DOWN and A, LEFT and A, RIGHT and A. You skip to the next stage.

GEN
MIN

CENTURION

Password
Enter this password to start the game in excellent shape:
BN4Q AUIV W6IQ ZCA5 555S 73IJ

F-22 INTERCEPTOR

Passwords
Use the four passwords below to skip to the ending of any of the four campaigns. All you have to do is land the F-22 and watch the reward sequence.

Iraq: GT8C4A
Korea: BH0B8K
Russia: KS6A49
USA: 6O0A4A
This password takes you into the Aces Challenge: MGG1GJ

EL VIENTO

Colour Bars
When the Wolfteam logo appears on the screen, press A, B, C and START simultaneously. A strange colour bar pattern appears on the screen.

FAERY TALE ADVENTURE

Password
This password takes you directly to the ending sequence (and after entering this duffer, you deserve a reward):
7R2KUL
6RSZXS
K6NHGS
DCB720
663RI2
HO785P

ERAL TIPS II

KING'S BOUNTY

Ending Sequence
Enter this password: YXZYZV ZCJAHD OMBPYR OPB 6HW 2763WP NT3YW X 75QGVV RTQPON DA9648 RC. When the game begins, take off and fly (you can fly because your party consists totally of flying creatures) to X21, Y38 on Continentia. Use the Search The Area option and watch the ending!

GHOULS 'N' GHOSTS

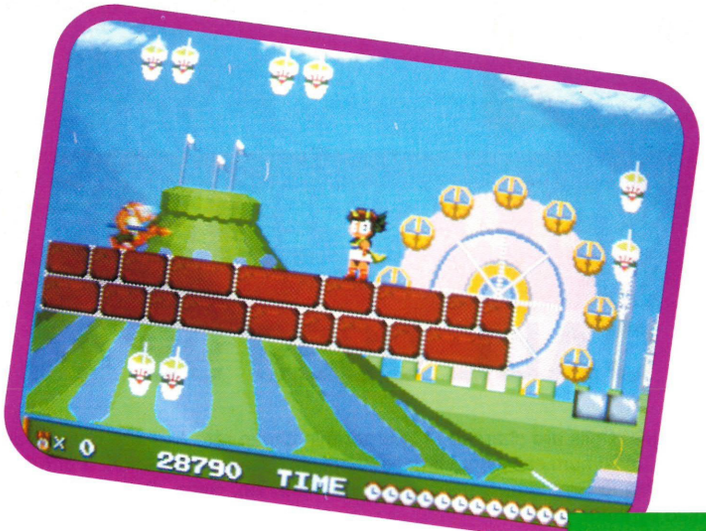
Invincibility
Turn on the Megadrive (with the G+G cartridge inside). Press the RESET button four times, then let the title screen appear. Press A four times, then press the control pad UP, DOWN, LEFT and RIGHT. You hear a distinct tone. Press START to get the Player Selection screen. Hold down button B and press START. Now you are invincible (but you can still run out of time).

MARVEL LAND

Level Select
If you're playing in the Normal Mode, enter ARDE as your password. If you're playing in the Digest Mode, enter GIL AND KI as your password. A screen appears that allows you to start at any level in the game!

JAMES "BUSTER" DOUGLAS BOXING

Super Punches
In the one-player mode, press A, B and C simultaneously to throw super-powerful punches. Be prepared for easy KOs!



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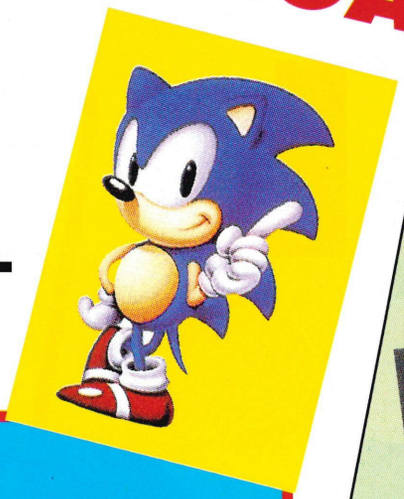

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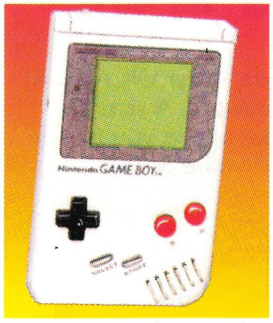

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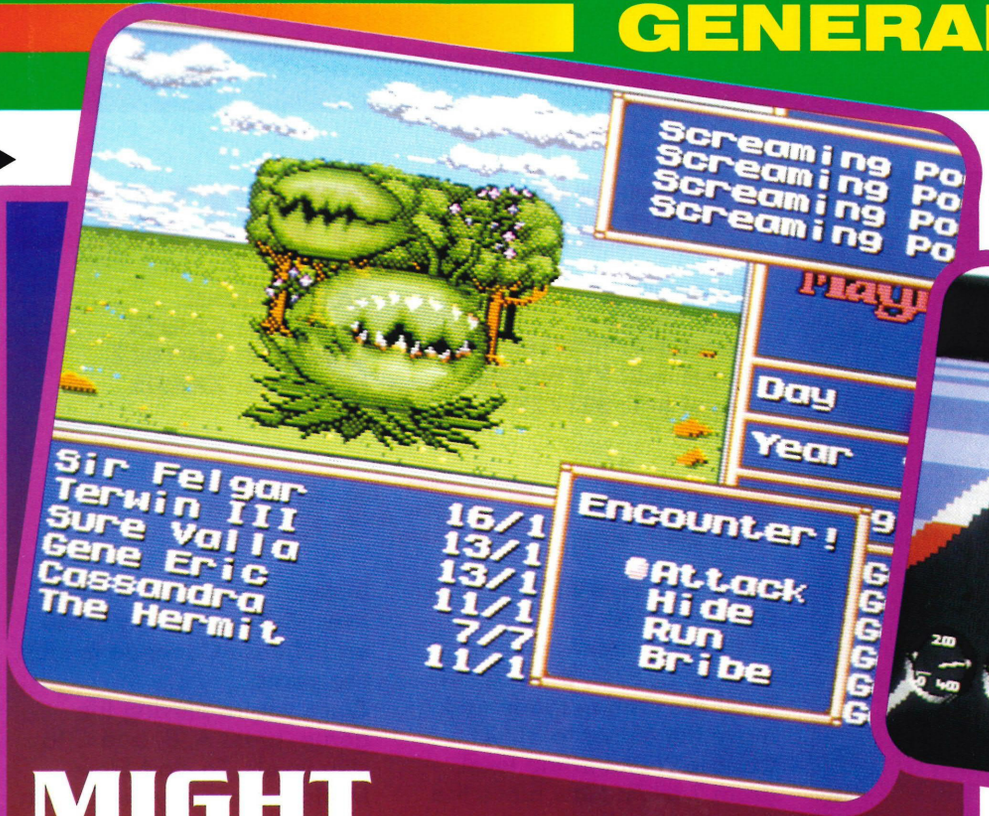

MIGHT AND MAGIC

Infinite Food
Access the command list and choose Share, then Food. Continue using this command and your party's food supply continues to grow, even over the limit of 40 units!

Super Weapons
Choose View Character from the noncombat menu. When the text View Which? appears, press LEFT, A and C, then release all three buttons at once. When the character menu appears, keep pressing LEFT until you see a character with a lot of radical weapons and armour. Trade these goodies with the members of your party.

POWER BALL

Four New Teams
On the team select screen (which shows the eight teams), pause the game and press B twice, C, B twice, and C. You hear a bell. Push DOWN on the control pad to reveal four new teams: Mexico, Germany, Canada and France.

QUAD CHALLENGE

Passwords

Easy Level Passwords
Level 5: 9F2J
Level 6: 13RB
Level 7: PNF5
Level 8: CR11
Level 9: 5JE8
Level 10: 8SWG
Level 11: HGLY
Level 12: Q44E
Level 13: WHCM
Level 14: TVGZ
Level 15: SNDN
Level 16: B16A

Hard Level Passwords
Level 2: LTR9
Level 3: 693F
Level 4: VJSU
Level 5: TENF
Level 6: ERU7
Level 7: DH2F
Level 8: YZ25
Level 9: AGT3
Level 10: PB4

OUTRUN

Hidden Difficulty Level
Press the C button ten times, then select OPTIONS from the title screen. Now go to the difficulty level. After the PRO level, you find a new level called HYPER. This level gives your car super acceleration!

ROLLING THUNDER

Passwords
Easy Level Passwords
Level 2: A MAGICAL THUNDER LEARNED THE SECRET
Level 3: A NATURAL FIGHTER CREATED THE GENIUS
Level 4: A ROLLING NUCLEUS SMASHED THE NEURON
Level 5: A CURIOUS PROGRAM PUNCHED THE POWDER
Level 6: A LOGICAL LEOPARD BLASTED THE SECRET
Level 7: A PRIVATE ISOTOPE DESIRED THE TARGET
Level 8: A NATURAL RAINBOW ELECTED THE FUTURE
Level 9: A MAGICAL MACHINE MUFFLED THE KILLER
Level 10: A DIGITAL NUCLEUS PUNCHED THE DEVICE
Level 11: A PRIVATE THUNDER CREATED THE POWDER

Hard Level Passwords
Level 1: A ROLLING PROGRAM SMASHED THE GENIUS
Level 2: A CURIOUS RAINBOW LEARNED THE FUTURE
Level 3: A MAGICAL ISOTOPE BLASTED THE DEVICE
Level 4: A PRIVATE LEOPARD PUNCHED THE NEURON
Level 5: A SLENDER FIGHTER ELECTED THE GENIUS
Level 6: A DIGITAL RAINBOW MUFFLED THE SECRET
Level 7: A LOGICAL THUNDER SMASHED THE POWDER
Level 8: A ROLLING MACHINE DESIRED THE FUTURE
Level 9: A SLENDER NUCLEUS BLASTED THE TARGET
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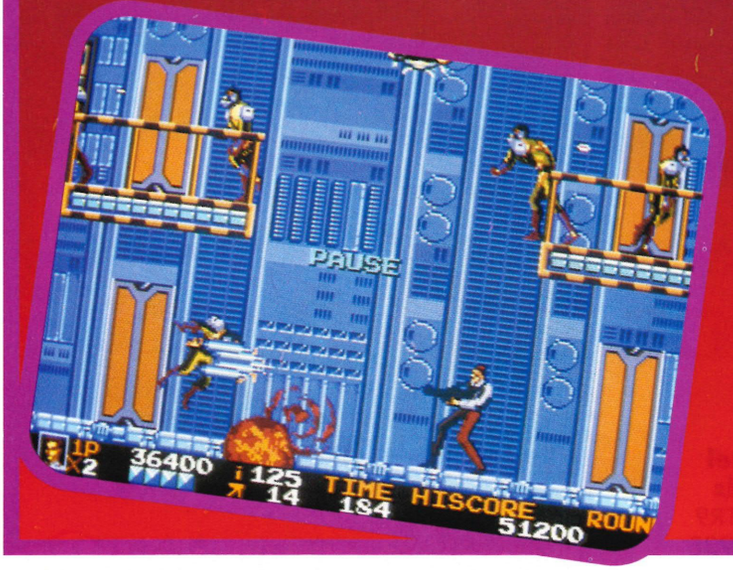


SYD OF VALIS

nvincibility
At the title screen, press UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN and START. You hear a special sound indicating that you performed the trick correctly. When you start the game, Yuko is in her swimsuit. Yuko's energy runs down, but she never dies.

SAINT SWORD

Passwords
First Quest
Level 3-1: IQW1EL
Level 4-2: KWWKQQ
Level 6-1: S2YY2Y

Second Quest
Level 4-1: K2J0CK
Level 5-2: QW10C2
Level 7-2: XXKSIS

SOL-DEACE

Level Select, 99 Lives, and Slow Motion
At the title screen, press A, B, C, A, B, C, B, C, B, A, START. Enter the Option mode and move the cursor to START. Choose your starting level (from 1 to 7). Now move the cursor to Mode and press RIGHT until the text MY99 appears. Now you have 99 lives. Exit the Option mode and choose Continue to start the game.
Once you're playing the game, press A, B, and C to skip levels. To start Slow Motion, press any fire button when the game is paused.

SONIC THE HEDGEHOG

Level Select and Sound Test
On the title screen, press UP, DOWN, LEFT and RIGHT. You'll hear a sound (the same sound you hear when you pick up a Ring). Hold down A and press START. Now you can choose any level in the game, including the Special Stage or the Final Zone! You'll also gain access to a sound test at the bottom of the menu. The Special Stage is randomly selected from one of the Secret Zones. If you complete it, you'll earn an Emerald (and an extra life) before you begin Act 1-1!

Suicidal Sonic
Turn on the Megadrive and wait until the demo mode starts. Now hold down buttons A, B, and C. Sonic now starts to mess up during the demo, and he may even die! You can also use this trick at the end of the game (after you defeat Robotnik).

TASK FORCE HARRIER

Debug Mode
Hold down A while you turn on the Megadrive. At the title screen, release A and press UP, DOWN, LEFT, RIGHT, A, B, A, C, B. Select CONFIG on the title screen. At the bottom of the Option Screen, you see two new options: Muteki (invincibility) and Window (which controls the screen size). During the game, press START to pause, then press A to skip to the next level.

WARRIOR OF ROME

Password
Use this password to skip directly to the ending sequence of the game: GREBDQ3QNE

STORMLORD

Extra Lives
Pause the game and press A four times, C twice, B three times, C, and A. This gives you nine extra men. You can use this trick endlessly.

Extra Time
Pause the game and press B, A three times, C, UP three times, and A three times. This resets the timer. You can use this trick endlessly.

Level Skip
Pause the game and press C, B three times, A four times, C twice, and A four times. You automatically skip to the next level. You can use this trick endlessly.

TOEJAM AND EARL

Level Zero
To reach Level Zero, you need the Icarus Wings, the Inner Tube or the Rocket Skates. Drop down to Level One, then use the Wings, Tube or Skates and go to the lower-left corner of the Level. Use the Map to make sure you're going the right way. You'll find an island with a hole in the middle.

Fall down the hole and you drop to Level Zero! There are two things you can do here. Jump into the hot tub to soak with the hula girls. When they giggle, your Life Gauge recharges! Walk to Otis' lemonade stand and get a drink to earn a free life! (You'll only be able to get a free life once.) Jump off the edge of Level Zero and you "fall" back to the highest level you've reached during the game.

Whenever the Life Gauge is running low, return to Level Zero to charge up. Just remember that you need the Icarus Wings, Inner Tube or Rocket Skates to get to Level Zero.

Santa
It's possible to sneak up on the cool fat red dude and startle him into dropping his presents. When you see Santa, hold down the A button (to sneak) and walk towards him while he's rummaging around in his bag. If he starts looking around, hold still. If you touch Santa, he screams and drop a few presents before he takes off into the sky. You can't sneak up on Santa if you're burping.

Trixie
When you finish the game, you get to wander around your funky home planet of Funk-atron. There's a pathway that leads to Toejam and Earl's parents, but you don't have to stay on the path. Wander around and talk to the aliens away from the path. They tell you things like "Trixie's waiting..." and "No hedgehogs 'round here."

Trixie is a beautiful alien mermaid. To find her, jump into the water and swim down and right to the lower-right corner of the world (don't worry, you can't drown). You'll find Trixie's Island - and Trixie herself! What a babe!

GHOULS 'N

THE SCENE

It seems that wherever there is a Knight with a Princess, there is a Prince of Darkness waiting to steal her! And once again, that's the situation. And just for kicks, the Prince of Darkness has pillaged and plundered your land too! Understandably, you're pretty peeved. In fact, you're mad enough to enter the frightening, demonic kingdom of the Dark Prince. If you don't defeat him and rescue your Princess, she is going to be really miffed. And you're not sure whose wrath you prefer to face... Hers or the Dark Prince's!

LIVES

You begin Ghouls 'n' Ghosts with three lives. In each life you must be hit twice to die, once to lose Armour and the second—when you are running about the world in your underwear—to lose your life. The point is, don't get caught in your underwear!

Ghouls 'n' Ghosts has five stages. Each is timed. You have Two and a half to make it through the first stage, and 3:00 for each stage thereafter. If you have not beaten the stage when the timer at the right corner of the screen reaches 0:00, you lose a life.

SCORING

You get points for each creature you destroy and a Key bonus for completing each round.

CONTINUES

Ghouls 'n' Ghosts features unlimited continues, so in theory it is possible beat the game in one sitting - if you want to play over and over for sixteen hours. The problem is, each time you continue you lose whatever score you had. So you can play this game two ways, by using the unlimited continues to play through or on your own skill to beat the game with the highest number of points. Your choice...

WEAPONS

There are six weapons to use in Ghouls 'n' Ghosts. Each weapon also has a special type of magic that is only used when wearing a special type of Armour. If you like the weapon you are using and do not wish to pick up a new weapon, jump over the new weapon without touching it. But be careful because some weapons are almost impossible to avoid!

The Sword fires left, right, down, or up and is the weapon you have at the beginning of the game.

Magic: Torpedo Magic. The sword fires lightning torpedoes up, left and right.

The Big Axe is more powerful than the sword. You can even throw it through some objects. But it cannot be thrown consistently. Rapidly hitting the button results in a throw about once every three times.

Magic: Thunder Dragon Magic. Skeletal thunder dragons are released to destroy all enemies in the sky.

Throw the Fire Water to release blue flames for a distance. But it can't be thrown up and it does not go very far!

Magic: Fireball Magic. This magic launches four fireballs that encircle you, flaming your enemies to crispy critters.

Throw the Discus left, right and up. When you kneel and throw, the Discus skims the ground, hitting all enemies there. A good all-around weapon.

Magic: Mirror Magic. This magic gives you a measure of protection, keeping your enemies away from you like a shield. It only lasts for a short period of time.

The Dagger is the fastest moving weapon. You can throw five or six daggers in the length of time it takes to throw one axe. At close range you can really blast your enemies. **Magic:** Double Magic. This magic releases your double, who fights with you for a limited amount of time, doubling your firepower! Your double is invincible but disappears if you are hit, removing your Armour.

You get the Psycho Cannon at the end of the first half of the game. You can't beat Loki without it. It is the most powerful weapon in the game and can easily blast all your enemies except Loki.

GHOULS 'N' GHOSTS

FRIENDS

In this game you have only two; an old Wizard and the Princess you are trying to rescue.

ENEMIES

Everyone in this game wants a piece of your hide. Some kingdom! Here they are, with their strengths and weaknesses.

Skeleton Murderer: These blue cloaked nasties dig up from the ground, then attack you with scythes. Easy to destroy.

Sickle Weasel: When these ugly critters fly through the air it's hard to make out their shape. When they stop moving they are vulnerable. Hit them then!

Poisonous Flower: Appear randomly in certain areas and spew out poisonous skulls. The skulls are indestructible. Attack the Flower directly, and watch for the roots.

Pigmen: Attacks with pitchforks. If they are on levels above you, Pigmen often spit mud down on you.

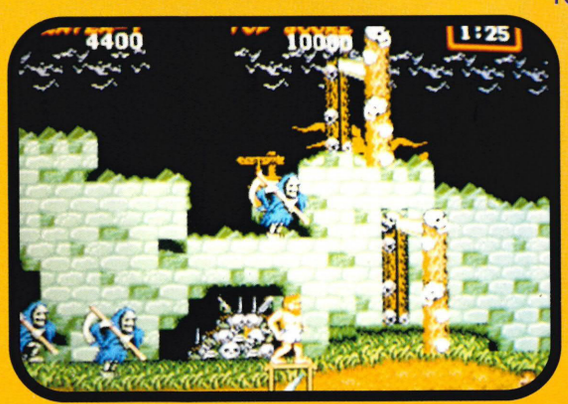
Red Destroyer's King: This fast-moving demon attacks from indirect angles. Intercept them when they are moving from top to bottom or bottom to top.

Rock Turtle: Rock Turtles are indestructible when bouncing or rolling. Hit them as soon as they stop and their heads and legs come out from the shells.

Mud Armour: Dirt knights who rise from the ground. A blast of fire returns them to their muddy graves.

Bi Fang: Bi Fangs don't attack, but their bodies are covered with poisonous gas. Touch them and you die.

Demon Dayfly: A giant antfly. Easy to destroy, but often flies at levels where you don't want them!



Fire Bat: Find them at the base of fire pillars. When born, they often launch in your direction.

Flying Goblin: These monsters lurk overhead and drop rocks. Sometimes they come close to the ground and try to hit you when your back is turned. Typical.!

Gatekeepers: Gatekeepers guard the gates to the Dark Prince's castle. There is one at the end of each round.

Statue of Terror: A huge, ugly beast who is more than willing to lose his head over you. Keep hitting his heads and you soon beat him down.

Infernomo: A bad dog made of fire, he tries to trample you or cover you with fire balls. His face is the weak point.

Mistral Winds: A storm cloud who knows what you are up to. Dodge its lightning bolts while hitting the eye of the storm as often as you can. Remember to hit it as the cloud flies overhead.

The Slug: The key to beating this slimy bug is to hit the hearts lining the bottom of its body. Take out the two left hearts from the bottom left of the creature's body, firing straight across. Do the same from the right side. The last heart you have to hit while standing on top of the monster, firing down. Watch out for its maggot babies!

The Buzzing Bug: This one is really disgusting! It's a big evil-looking bug, made out of a whole flock of little bugs. You can only hit it when it is whole. Both the flock of little bugs and the big creature can hit you, taking your Armour and your life. You need the dagger to kill it the first time. Its abdomen is the weak point to aim at.

Loki, Prince of Darkness: This is the guy causing all your problems. You have to defeat him to get your Princess back. But remember he's the toughest monster of all. But he does have a weak spot. Try to get between his legs and hit him on his head. Or stand on his foot and blast him when he raises it, but you have to dodge his shots. Nothing else works.

SPECIAL ITEMS

Treasure items appear in two ways; either as chests sitting on the ground or as jars carried by monsters. Shooting or hitting the chests and jars release their secrets.

Red Armour comes from jars. Get it and you get 200 points.

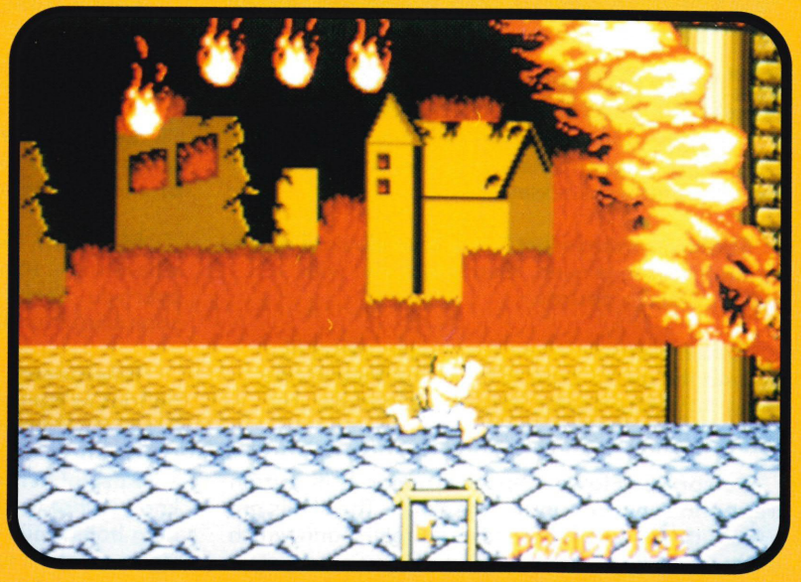
Big Red Armour comes from the same places but it's worth 500 points.

When you are naked. You usually find Silver Armour in a nearby chest to give you back some protection.

Magic Armour appears during play. Get it and you have a cool-looking cape. Oh, and you are able to call forth the magic of whatever weapon you have. The Magic Armour is gold in colour. It's every Knight's dream Armour.

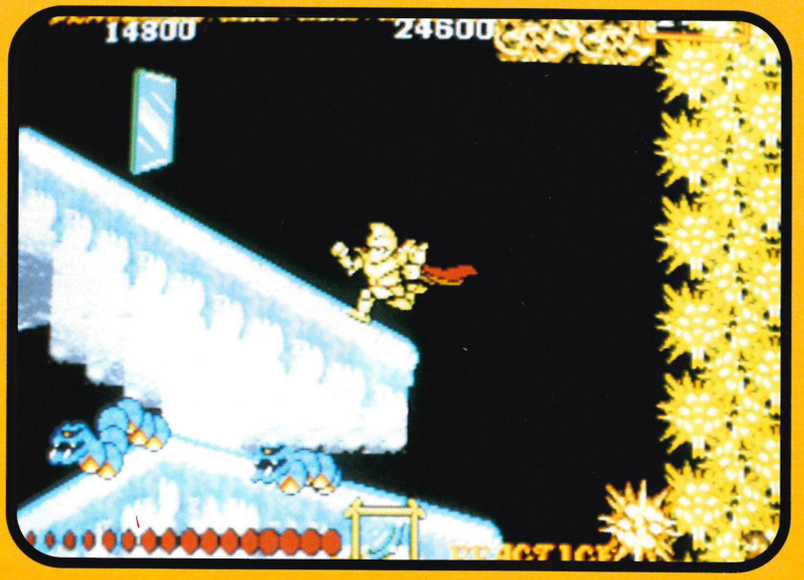
The Magician

When this character appears, he throws a magic wheel at you that turns you into an old man or a duck for a limited amount of time. Doh!
As a duck you are helpless. As an old man you can still fight, but barely. Sometimes it is possible to destroy the Magician before he releases magic in your direction. That's the best plan. If you are fast, you may also be able to dodge his attack.



USING MAGIC

When you wear Magic Armour, a red meter appears at the bottom of the screen. Holding down or repeatedly pressing the fire button causes the meter to gradually turn silver. When the meter has changed completely, the Weapon Display changes to the Magic Display. Fire now and magic is released, hopefully to crush your enemies.



GENERAL TIPS

Before you enter the first stage, you see a quick overview of the five stages ahead of you. A tiny Sir Arthur marks your place in the game. Then its on to battle!

STAGE ONE

The Floating Island on The Lake. Cross the bridge and duck the Sickle Weasels as you brave the stormy winds. Remember, only destroy the sickle weasels when you see their body shape. Then you reach the ramps...

STAGE TWO

The Village of Decay. Now get ready to face turtle power. Only this time they are out to get you. Hit the Rock Turtles when they stick their heads out of their shells. You can't kill them when they are bouncing. It's best then to stay out of their way.

When you cross the bridges, look out for weak spots that drop you into the Ant Lions below. Jumping gets you out and off of the moving sand paths - if you have not fallen too far in. The Ant Lions are virtually indestructible. Wait at the end of the last path. A chest appears. Open it and you may find Armour... or Magic Armour!

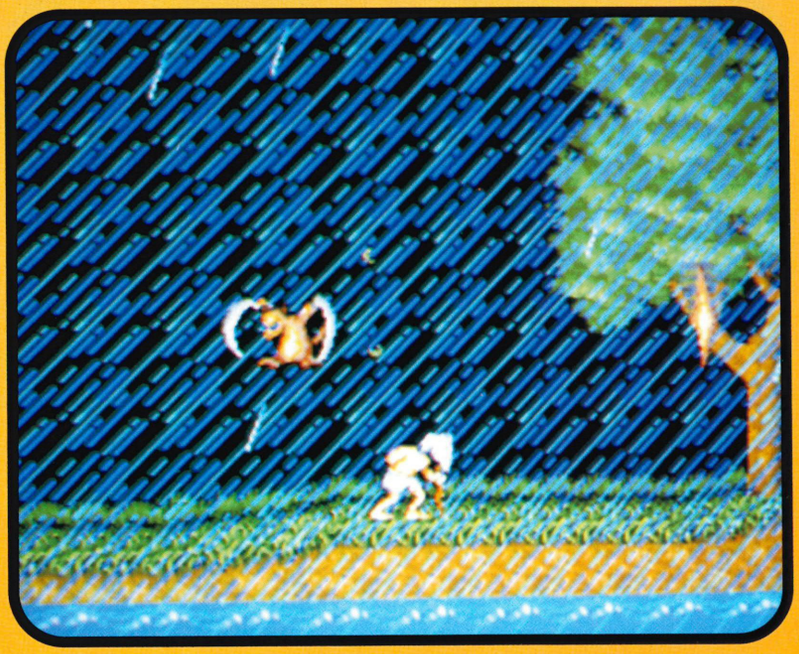
Town of Fire. Jumping off the last catwalk puts you in Fire Town. As you enter the stage, remember to duck under the spokes of the burning windmill. Just don't touch the flaming ends. A fire demon awaits you, ready to hurl fire to destroy your Armour. Jump and fire as he drops to the ground. You need timing and one good shot to sort him out!

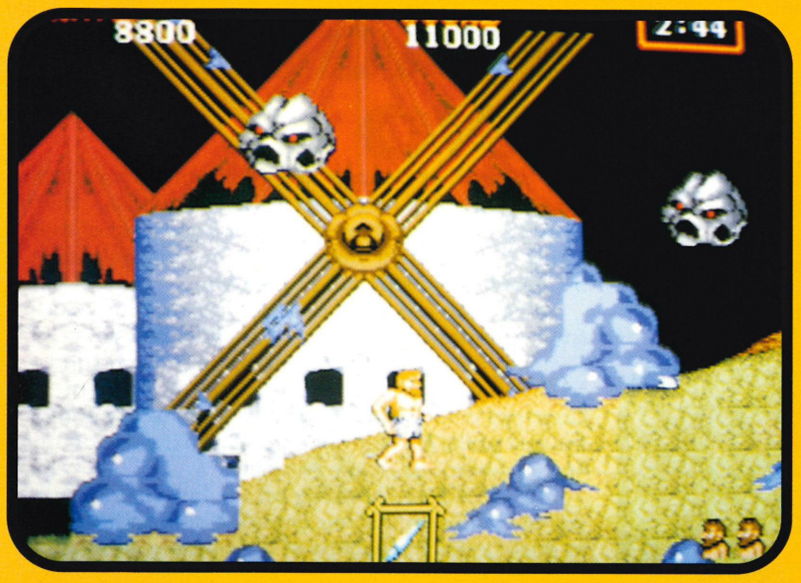
STAGE THREE

Baron Rankle's Tower. This round scrolls vertically. The floor moves you up! In addition to the wall guardians and the rock bearing goblins, make sure not to get trapped under a ledge or overhang. This is where firing up is your best chance for survival. Also, be careful here. Sometimes you accidentally get a weapon you don't want while trying to dodge a goblin.

Horrible Faced Mountain. You have to get through this round by travelling on the tongues of monsters. Moving from tongue to tongue requires split-second timing. Some seem to move away just when you are ready to jump! Stay on a tongue too long and the demons eat you. No fun. Demon Dayflys try to knock you off. They are easy to kill. On the path of moving stones, however, at least one Dayfly appears higher than the others. Don't let it catch you.

The last tongue carries you to the rocky abode of the Mistral Winds. This storm moves quickly but can be dodged. However, you need one of the faster weapons to beat it! The dagger is best, followed by the discus. If you have the Blue Fire Water in this round, you may continue many times before you actually beat it. Hit the eye of the storm. Get it? If you do, the key is yours!





STAGE FOUR

The Crystal Forest. This stage is a downward trip. Stand on the crystal ramps too long and blue snakes try to lunch on you! Green, grabbing hands squeeze the life out of you it they get a chance so don't get caught! The first chest you encounter in this round contains a Magician. Open it and take your chances. The second chest, if you opened the first, contains Magic Armour - or just Armour if you need it. The third chest - if you opened the second contains a weapon. Just which weapon is impossible to predict.

At the bottom of the ramps, green monster flowers carry you to the floor. Jump to another flower before the one you are on reaches the end! Clear the flowers and you reach the Slug. Beat it for the Key to the castle.

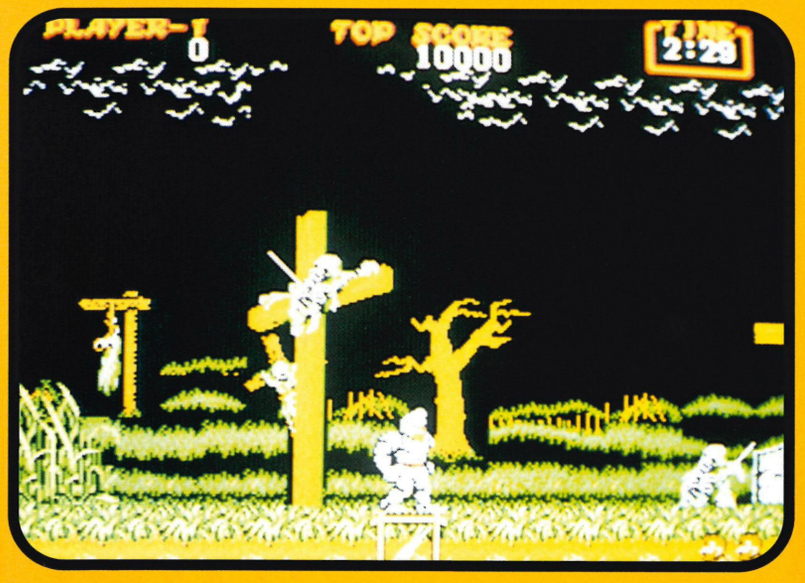
STAGE FIVE

Castle of Evil Demons. This is the hardest stage of the game, aside from Loki. As soon as you begin the stage, skeletal dragons try to run you down. Climb the stairs and demons await. Use your magic here if you have it. If not, time your attacks to their up and down movements. The Dagger is best in this stage.

As you climb higher, the size of the enemies grows larger. The Statues of Terror comes in pairs, followed by twin flame-spewing ogres.

If you reach the Doorway to Loki's throne room, a surprise awaits. The Wizard.

He sends you back to the beginning of the game because your weapons are not strong enough. Doh! There, a goddess gives you the Psycho Cannon. Now you must blast your way back to the throne room. Once there, your battle begins. Are you good enough to beat Loki?



SECRETS

If you have the Psycho Cannon and your way is blocked by a weapon you don't want (that is any weapon!), backtrack on the screen for thirty seconds or so. The weapons you don't want disappear. If it doesn't, let yourself be killed. It is worth a life to keep the Psycho Cannon. If you don't have it when you reach Loki's throne room, you are be sent back to the beginning again. That makes for a long game!

To go to any level in the game, press UP, DOWN, LEFT and RIGHT at the title screen. Keep doing it until you hear the tone. Then experiment with the direction pad and Start to choose a level. Press A to go to the second half of a level.

Invincibility. Press UP, A, DOWN, A, LEFT, A, RIGHT, A, B, C and START at the title screen. Once you're in the game pause and unpause. The trick works. It's pretty cowardly, though.

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688 ATTACK SUB

THE SCENE

"Sonar room reports a contact, bearing 270 degrees. Sounds like a Soviet sub, Alfa class. What should we do?" The crew gazes at you intently. You must react swiftly, for you have been placed in command of the eponymous submarine. Will you be able to out-manoeuvre Johnny Foreigner in this top sub sim? If not, use the MEAN MACHINES SEGA tips for inept would-be commanders...

SCORING

There are ten different missions to tackle in 688 Attack Sub. Each mission puts you in control of the USS Los Angeles (688 Class submarine), USS Dallas (700 Class submarine), or the Alfa, the pride of the Soviet Navy. If you complete your mission objective, you earn a tasty bit of shore-leave. Fail and you'll receive the wrath of your commander, not to mention the slight annoyance of your crew!

LIVES AND CONTINUES

Not even today's technology is able to resurrect a submarine. If your submarine is destroyed, it's curtains. There are no continues and each mission has a time limit - so don't hang about!

WEAPONS

Modern-day submarines are teeming with the latest in destructive gadgetry. The American and Soviet navies have different arsenals.

US WEAPONS

MARK 48 ADCAP TORPEDO

ADCAP stands for Advanced Capabilities, and it shows. The Mark 48 outruns even the speediest of Soviet subs, moving at 52.5 knots. It also delivers a 267 kilogram warhead. Look out Boris!

HARPOON SUBMARINE-LAUNCHED CRUISE MISSILE

The Harpoon can't be launched unless you're at periscope depth and have a positive ID of your target. Once it's fired, the Harpoon flies along at Mach 0.9, crashing into its target with a 570-pound warhead!

SEA LANCE ASW STAND-OFF WEAPON

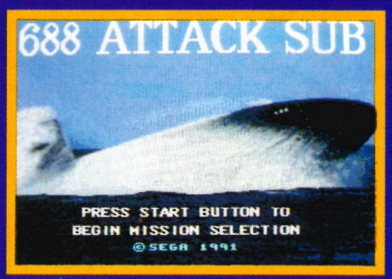
The Sea Lance is a hybrid missile/torpedo. When launched, the Sea Lance flies out of the water to the area of the enemy sub. When it re-enters the water, it becomes a tracking torpedo. Information on the Sea Lance's speed and warhead size are classified!

SEEK AND DESTROY

During close-range submarine duels, it's easy to lose track of the enemy sub. One clever tactic is to fire then target the torpedo and watch where it goes. If the torpedo doesn't ping, and stays at roughly the same speed, it's tracking the enemy sub. Don't try this when friendly ships are in the area, unless you fancy a spell in the brig!

Against surface targets, stay deep and fire torpedoes, placing them in a search pattern. If the torpedoes detect ships, they target them and head for the surface. Target the torpedoes and find out the heading of the ships.

When you use the Active Sonar, ping twice in a row to detect everything nearby. Ping only once, and you won't see everything. Ping more than twice and you give away your position.



DETECTING THE ENEMY

Submarines can't see directly behind themselves because of the "baffles" - the disturbance cause by the sub's rotor blades. The best chance of seeing something is when you're facing it directly, since the strongest sensors are placed in the nose of the sub. To clear the baffles, rotate 180 degrees and wait for a few seconds. If something is nearby, you should at least get a contact on it. Clear your baffles regularly when heading for a distant area.

The Sonar Analyser is one of the most important tools. You don't need to wait for a positive ID on targets, or "ping" and give away your position. Just analyse each contact and note where it "peaks." Then compare it to these Signature Charts that show which bars "peak" for each vessel's signature.

If you don't have an exact placement on a target, estimate how far away it is. If the target's bearing is changing quickly, it's nearby. If the bearing is staying about the same, it's far away. The only time this doesn't apply is when you and the target are pointing at each other or headed the same way (which makes your bearing zero

SOVIET WEAPONS

TYPE 53 TORPEDO

This torpedo is the standard calibre of the Soviet fleet. It's a bit slower than the Mark 48, moving at a sluggish 47.5 knots, but it packs a devastating punch with its 400 kilogram warhead.

SPECIAL ITEMS

When your submarine is being pursued by a torpedo, drop noisemakers. These devices confuse torpedoes, making them lose track of the sub they're chasing.

FRIEND OR FOE?

Each scenario has both friendly and enemy ships and subs. To distinguish them, analyse their sounds in the Sonar Room. Each ship or sub has a distinctive sound. Through experience, you soon become able to recognize their individual sound patterns.

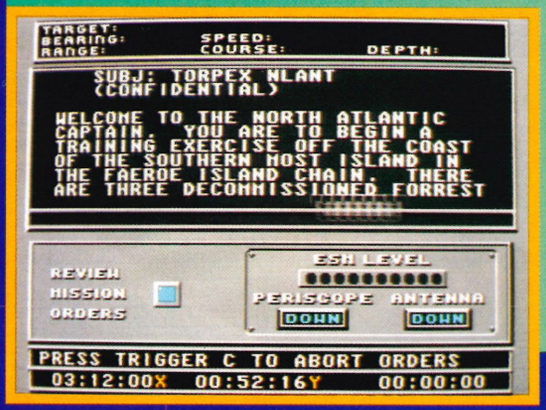
GENERAL TIPS

RUN SILENT, RUN DEEP

Your submarine makes more noise at higher speeds, and it also makes more noise if you accelerate too fast. You make more noise going from 1/3 speed to FULL than you do going from 1/3 to 2/3. So when you accelerate, do so gradually. If you want to go from ZERO to STD, for example, set your speed on 1/3, wait for the submarine to reach 8.4 knots, then set speed to 2/3, and so on until you're at STD.

The exact opposite applies when you're slowing down. Decrease your speed no matter how fast you're going. This is a good tactic for evading enemy subs. Cut the engines and coast. Your enemy loses contact with you, and you're moving as silently as possible. Sneaky eh?

As a general rule, never make attacks at full speed. Use the "sprint and drift" tactic. Travel deep and fast into your attack area, then cut the engines and drift, climbing up to your targets. Once you're in attack range, keep the engines at 2/3 speed or less, and stay underneath a thermal layer or two.



TORPEDO TACTICS

You've been found by a torpedo. Now what? Torpedoes are faster and more manoeuvrable than you. You've got to out-think the torpedo.

Target the approaching torpedo and wait for it to reach your depth. Its course should remain constant, but its speed may increase as it tracks you down. Release a noisemaker and cut the engines. Change your depth and course. If the noisemaker works, the torpedo remains on the same course, at the same depth. Remember to wait until the torpedo is actually homing in on you. If the torpedo is still pinging, it won't be fooled. Alternatively dive as deeply as possible, allowing the torpedo to follow. Drop a noisemaker, cut the engines, and climb back toward the surface, crossing as many thermal layers as you can.

A third tactic is to lead the torpedo surface-wards, where it might lock onto surface ships. This is the riskiest manoeuver, so don't try it unless you're desperate.

When torpedoes are in the water, set the Map Display to a high Zoom Level and the Time Projection to 1. This allows you to keep a close eye on the torpedoes, while seeing the course marker for your sub.

TORPEX 89

688 STRATEGY
This is by far the easiest tactic. Set your engine to 2/3, let out the Towed Array, and chase down the Sherman Class Destroyers. Two Mark 48s should sink each ship. The last Sherman might try to escape across shallow water, so be careful not to ground yourself!

700 STRATEGY
For the terminally inept, here are the winning strategies for both of the possible starting positions.
Position One: The computer picks off a Sherman with a missile at the start of the mission, leaving you to destroy three of the four remaining Shermans. Turn southeast and find the two Shermans steaming up the channel. Since they're headed toward you, launch two torpedoes at each of them. They run smack into the Mark 48s, the suckers!

Turn around and head northwest. Put the Dallas into Flank speed. You have to outrun the Los Angeles to be the first to get the two Shermans to the northwest.

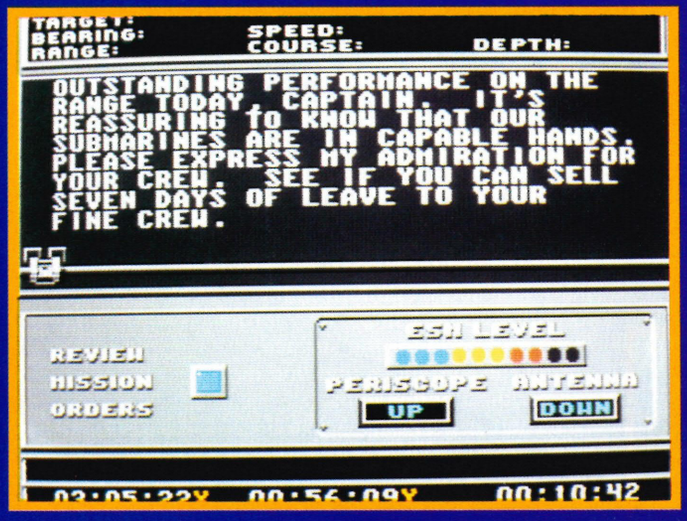
Once you are within five miles, launch two torpedoes at each Sherman. That gives you four kills to the Los Angeles' paltry one, a crushing victory!
Position Two: The Los Angeles starts northeast of you. Start heading due north. You pick up a single Sherman at a range of over ten nautical miles. Don't waste time getting into torpedo range. Just launch a Harpoon at the Sherman and head northwest at 2/3 speed.
Turn around the island and start heading southeast. While the Los Angeles picks on two Shermans to your northwest, you now have two Shermans of your own due south. Once they're within about eight miles or so, shoot two torpedoes at each of them and you score three Shermans to the Los Angeles' two. Hurrah!

MUMAR CADAVER

688 STRATEGY
Deploy the Towed Array and turn slowly to the right to pick up two tankers. There are two more tankers roughly ten miles southwest of your starting position. Go after the two tankers first.
Fire two torpedoes at each tanker when you are within eight miles, then dive to about 300 feet and turn east. You detect enemy torpedoes at this point, launched from the Foxtrots guarding the tankers. Avoid the torpedoes and get rid of the Foxtrots before resuming your attack on the tankers. If you run out of torpedoes, use Harpoon missiles to total the remaining tankers.

MISSION STRATEGIES

Each mission has a few different starting points. In other words, where you begin the game in one mission may not be where you start the next time. Here are some general strategies that apply to all the starting points. You'll have to adjust them to suit your situation. But hey, that's a submarine commander's job, isn't it?



SHAKE 'EM OFF

688 STRATEGY
Alternate between periods of running and periods of turning and evading - accelerate for a minute or two (no more than 2/3 speed), then kill the engines and make a drastic heading change. Stay in deep water to bury yourself under as many thermal layers as possible. You should always be at least 700 feet under.

ALFA STRATEGY
The 688 always tries the "sprint and drift" tactic, accelerating away from you and then cutting the engines to make you lose sonar contact. Keep a close eye on the 688. Match its speed and depth, so as not to lose it under a thermal layer. Stay close - five nautical miles or less.
When the 688 cuts engines and you lose sonar contact, use the Active Sonar to relocate it. If The 688 takes this ping the wrong way and shoots torpedoes, drop a noisemaker and dive you fool!

ESCAPE

688 STRATEGY
Set speed to 1/3 and select a waypoint on the deepest point of the Strait of Gibraltar. Let out the Towed Array to give yourself extra hearing ability. After about ten minutes, increase speed to 2/3. Clear your baffles when you reach the waypoint and dive to about 700 feet. From here, you have pass at least four Soviet submarines. Stay deep and stay quiet, clear your baffles often to make sure no one's on you. Once you reach the Strait, use the contour map to navigate through the underwater canyon.

ALFA STRATEGY
The 688 is below at least one thermal layer at the start, so dive and listen until you pick it up. Then track it and stay close. If you lose it use Active Sonar to find it again. It may launch torpedoes, so be alert.

688 STRATEGY
Divert the Soviet submarines before they get close. At the start of the mission, drop below a thermal layer and sprint to the east. When you get near the coast, cut the engines and climb to periscope depth. You pick up several Russian warships. Dive back down and select STD speed.

Close in on the warships, climb to 150 feet and ping. Prepare for a barrage of torpedoes! Shake them if possible, then dive to the ocean floor and stay silent. Let the warships pass harmlessly over you, then rise again to periscope depth. Plug the Kirov warship with four torpedoes, then use Harpoons on the Slava warship.

There is one remaining threat - an Alfa Class sub. Look to the east and you should spot it. It fires four torpedoes, so be ready to drop a noisemaker and dive. When the torpedoes pass over you, accelerate toward the Alfa at 1/3 speed and fire four torpedoes once it's within a three mile range.

SUB OPS

ALFA STRATEGY

Your mission here is to detect and chase off a Trafalgar Class sub. At the start of the mission, turn rapidly until you pick up the Trafalgar. Keep its bearing at zero degrees, dive to 150 feet and accelerate to 25%. Stay behind the Trafalgar, keeping it at zero degrees. You eventually turn onto its course. Once you're in its baffles, increase speed to 75%. When you are within two miles, cut power to 50%. Then, when you're under a mile away, start pinging! Follow the Trafalgar as it breaks. It accelerates to FLANK speed, so stay with it, pinging it continuously.

HOMECOMING

688 STRATEGY

Launch some Sea Lances at the Oscar Class sub west of your starting position, then shoot some more at the Alfa northwest of you. While they're busy trying to survive, head for the Oscar at FLANK speed. Follow it as it dives deep. If you start to confuse it with all the torpedoes in the water, toggle the high pass filter on and off. The Oscar is the only contact that disappears when you toggle it on. Watch out because the Alfa charges in on you, so take it out as it approaches. Destroy the Oscar to finish the mission.

ALFA STRATEGY

Chase the 688 right away. It takes out the Oscar , but wreak revenge by hitting it with three or four torpedoes.

With the 688 gone, take out the fleet. Manoeuver yourself to keep the fleet between you and the escorting frigates. The frigates won't be able to shoot at you through their own ships!

SURPRISE PARTY

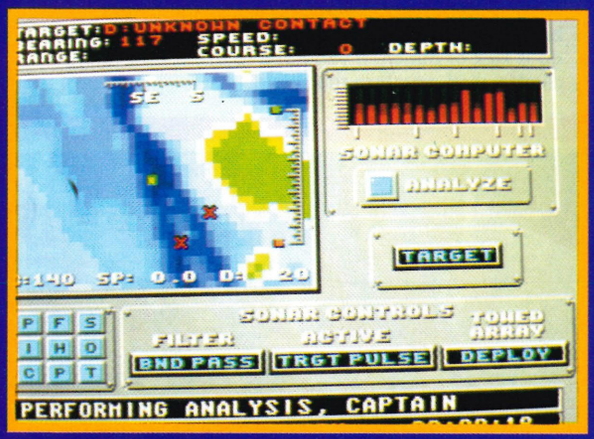
688 STRATEGY

You find an Alfa northwest of the surface group. Use Active Sonar to locate it, then head straight for it at STD speed. It shoots at the surface group, but don't worry. When you are within five miles, cut to 2/3 and deploy the Towed Array. The Alfa dives deep, so match its depth, pinging to track it. When you are within two miles, fire four torpedoes and wave bye-bye to Alfa-related misery.

ALFA STRATEGY

Approach the fleet at about 1000 feet and 50% speed. When you start getting pinged, drop to 25% speed. The fleet of five ships is guarded by a single 688. Fire two torpedoes each at the Nimitz and OHP at the front of the fleet. The 688 starts coming at you. Deploy the Towed Array and ping if you lose hit. Once it's within four miles, fire two torpedoes. If they fail, fire one more to finish the job.

The fleet isn't totally defenseless, so be careful. Try to eliminate the Kidd missile destroyer, then pick off the other ships one by one.



CATWALK

688 STRATEGY

A Typhoon Class submarine is your target. It's bound to have an Alfa escort. The best strategy is to zoom around the bend, cut the engines then lie in wait to ambush the Typhoon. Hug the bottom (you should be at least 950 feet) and wait for the Alfa to pass over you. When the Typhoon gets close, fire four torpedoes. If they miss, be ready to fire another volley before the Alfa spots you.

ALFA STRATEGY

Stay at about 550 feet and search the waters ahead of the Typhoon. Set a few waypoints and work your way up to 100% speed. Once you reach the bend, ping twice to pick up the 688. Then track it down and ping again to get a solid target. When it fires torpedoes, drop a noisemaker and rise to 80 feet. When the torpedoes climb up to match your depth, drop another noisemaker and dive again. You should lose the torpedoes. Now destroy the filthy capitalist sub at your leisure.

HIT AND RUN

688 STRATEGY

There are six ships and one sub between you and Copenhagen. As soon as you launch the Tomahawks, dive deep and start running toward Copenhagen at FULL speed. Get as deep as possible.

After about 25 minutes, you locate the Akula. Keep an eye on it. As you pass through the channel, shoot two or three torpedoes at any nearby Soviet ships. This winevitably draws some enemy fire, but this is war, after all!

If the Akula starts to pursue, fire two or three torpedoes. When you run out of weapons, or are just in too much trouble, make the final sprint to Copenhagen.

SPIDER-MAN

THE SCENE

Spider-Man has been set up by the Kingpin, the boss of organised crime in New York City. The Kingpin has planted a massive bomb under the city and gone on television claiming that Spidey did it! He's even offering a $10,000 reward to anyone who can capture the wall-crawler! Now your friendly neighbourhood Spider-Man is swinging to an abandoned warehouse, searching for Doctor Octopus. Perhaps the twisted genius has a clue that will lead Spidey to the Kingpin!

SCORING

Spidey racks up the points by knocking out the bad guys. He also scores big bonuses whenever he completes a level.

Spidey's got a more important "score" to worry about; how much money he has. During each level, Spidey makes moolah by taking pictures of his enemies. At the end of the level, Spidey gets money for each picture. With this money, Spidey buys precious web fluid.

The most important "score" of the game is the timer. Kingpin's bomb is due to go off in 24 hours, so you have to race the clock as you play through the game. If you reach the bomb in time, you have to disarm it!

LIVES AND CONTINUES

Spider-Man has a single life, and a single life bar. Every time Spidey takes damage, the life bar goes down. If the life bar runs out, Spidey is knocked unconscious and captured by the police, and the game is over.

Spidey can recharge his life bar by finding power-ups scattered through the levels, or by going to his apartment and resting.

WEAPONS

Spidey's main weapon is his web fluid. Shoot globs of fluid at your enemies and tangle them up in your webbing!

Spidey can also use his handy spider-strength to punch and kick the stuffing out of opponents. This is the preferred method of attack, mainly because web fluid is usually too valuable to waste on thugs and goons.

SPECIAL ITEMS

Spidey's camera is his best special item. Every picture Spidey takes can be cashed in for web fluid later. The better the picture, the more money it's worth. Spidey can take three pictures on each level, although extra exposures can be picked up.

Spidey can use some of his web fluid to form a web shield that absorbs a few hits of damage before breaking. When Spidey's using the shield, all he can do is kick or punch. If you need to use a web-line, or climb a wall, you lose the shield.

FRIENDS

Mary Jane Parker is Peter's gorgeous wife. She can't help you, but you'll have to help her in a big way...

ENEMIES

The Kingpin has spared no expense in assembling a mighty team of super-villains to squash Spidey. Dr Octopus is a mad scientist with four robotic tentacles grafted to his body. He hangs out in an abandoned warehouse.

The Lizard is a mentally-unstable man-reptile with incredible strength. Lizzy prefers the damp climate of the sewers.

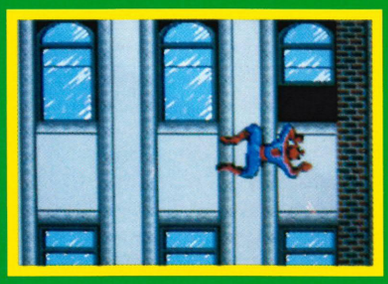
Electro has mastery over electricity, and shoots bolts of lightning at Spidey. He enjoys lounging around the city's main power station.

The Sandman can change his body into a living, moving pile of sand. He's lurking in wait for Spidey at Central Park.

The Hobgoblin flies around on a jet-powered sled, throwing explosive pumpkin bombs. Look for him on the streets of New York City.

Venom is Spidey's toughest opponent. He has all of Spidey's powers and is stronger than the wall-crawler! You encounter Venom in several locations during the game.

The Kingpin makes Al Capone look like a total wimp! He's a massive mobster who stops at nothing to see Spidey terminated.



GENERAL TIPS

Don't waste pictures on boring stuff. Save your film for unusual enemies and the bosses at the end of each level. Make sure you take a picture of the boss before you defeat him; you can't take any more pictures once the boss has been beaten.

Be tight with the web fluid. You should only use fluid for web-swinging, bosses, and unusual circumstances. Otherwise, stick with your fists and feet.

The only time you should ever go back to the apartment is when your life meter is about to run out. It takes a LOT of time to recharge, so don't do it unless you really, really need to.

If you play on the Easy level, you'll be in for a big surprise at the end of the fourth level — the game ends! You can't finish the game unless you're playing at the Normal level of difficulty (or higher). You can, however, boost your strength and web cartridges and still play to the end.

SPIDER-MAN

LEVEL ZERO: THE STREET

start walking to the right and you'll encounter a policeman! Since you've been labelled a criminal by the Kingpin, the cop won't hesitate in attacking you. So attack him first! Punch him until he drops to the sidewalk.

Walk to the right and a thug comes onto the screen. He'll go after Aunt May's purse! Give him a whack to the head. Now jump onto the building and start climbing up. Remember to press C twice, and hold down C to stick to the wall.

As you climb up the building, stay between the two columns of windows on the right side of the building. The windows open, and goons reach out and try to grab you. Stay away from them!

Whenever you reach a ledge, let go of the C button and hold Up to leap up past the ledge. Press C again and you'll stick to the building again, ready to continue your climb.

When you reach the top of the building (indicated by the Daily Bugle sign), climb into the open window. Spidey gives some thought to his situation, and he'll decide to go to...

LEVEL ONE: THE WAREHOUSE

Walk to the right and you'll fall downward onto a crate. Move right until you fall again. This time, you'll land between two crates and collect a power-up. Good! Jump over the crates and go to the right.

Move to the right and get ready to jump. A guard dog attacks with very little warning. Your timing has to be good!

Climb up the crates until you reach the highest one. Leap up and left and stick to the crate. Climb over the crate and onto the ledge.

Walk to the left. There are two rats on this ledge. You can squat-kick them, or you jump over them. Kicking them scores points, but you also risk getting hit by them. If you're really gutless, you can jump onto the roof and crawl to the left, but this is slow and boring. Live dangerously!

When you pass the rats, jump and climb up to the next ledge. Crawl along the ceiling to get past the crate. Then drop down to the ledge and walk to the right. Keep going until you spot a goon. Squat down before he plugs you! Squat-kick him and move on.

Jump up to the next ledge and walk to the left. There's another goon to get past before you reach the crate on the ledge. Jump onto the roof and crawl past the crate, then stand on the crate and face to the right.

It may not seem like it, but you're at the trickiest section of the level. If you fall onto the web on the left side of the crate, you'll start sliding to the left! If you slide off the ledge, you fall all the way back to the start of the level!

It's time to get tricky with your web fluid. Use the C button to jump into the air, then press the A button to release a glop of fluid. It whacks the goon shooting at you, but he'll recover after a moment and start shooting again. You have to shoot the goon four times before he collapses in a heap of webbing.

Once the goon is webbed up, jump onto the ledge. Squat and crawl to the right until you're just to the left of the vent (and the goon behind it!). Just after the goon shoots a bullet, leap over him and land on his right. Squat and kick until you knock him out.

Crawl to the right and repeat the crawl-jump-kick pattern on the next goon. Stay low or you'll be hit by a bullet! You have to pound three goons before you reach another hole in the roof. Don't drop into it yet. Instead, jump over the hole to the right and duck.

This goon isn't directly behind the vent, so you have to trick him. Crawl right up to the vent, wait a moment, and then crawl to the left. The goon follows you until he bumps up against the vent! Now crawl back to the right and kick him, then get the power-up he was guarding!

Move back to the left and drop into the hole. Jump to the right until you spot a goon. Squat-kick him and move to the right. Jump over all the crates and walk to the right. There should be a goon below you; drop down to him and squat-kick him. Then move right and drop down to the next ledge.

Crawl to the left, between the ledges, and fall to the right side of the goon. Squat-kick him. Now retrace your steps. Jump up and crawl right, then climb up the wall until you reach a passage going to the right.

When you reach the end of the ledge, fall straight down so that you land on a crate. Grab the power-up on the left side of the crate, then get back onto the crate and walk to the right side. You'll spot a goon on a ledge. Jump up to the ledge in between the goon's shots and squat-kick him.

Crawl to the right side of the ledge and you'll spot another goon on a ledge. Jump over and squat-kick him.

Crawl right (getting the power-up along the way) and defeat the final ledge-goon.

Fall off the right side of the ledge to the ground. Grab the power-up on the ground to recharge your life bar, but get back onto the wall before the guard dog attacks you!

Now move to the left, past all the ledges, and climb up the wall. Move to the left, then climb down until you reach the area where you have to crawl between the ledges. Fall off the left side of this ledge and you'll see a white tunnel in the ground. Jump to the right, over the wall, and climb into the tunnel.

Crawl to the left. There are two rats infesting this tunnel; squat-kick them when they attack you. When you reach the end of the tunnel, fall down and collect the power-up to your left, then start going to the right.

Whoa! Spidey's spider-sense! Whenever it goes off, a particularly nasty enemy is about to attack. And here it comes, from the right side of the screen... a forklift!

Press start to access the Option Screen and select your camera, then return to the action. Face the forklift and press A to take a snapshot. Now it's time to bust this baby!

Walk to the right until you reach a pile of crates. Climb up the crates, then jump left and right on the ledges to move upward. Finally, climb up the wall on the right.

There's a goon shooting at you from off the screen, but you can defeat him even if you can't see him. Here's how to do it. Climb to just beneath the top of the wall. Let go of the C button and hold Up to leap. Then let go of the Pad and press the A button to fire a Fluid glob.

If you don't hold the controller Up, you'll fall down when you release C. If you don't let go of the Pad when you press A, you'll try to Web-Swing instead of firing web fluid. Just keep trying until you successfully fire a shot of fluid.

You need to hit the unseen goon four times with Fluid to stop him. You'll know you've done it when he stops shooting bullets. Now climb over the wall and fall to the right. You'll land next to a goon. Squat-kick him and grab the power-up on his ledge, then fall to the left until you hit the ground.

Walk to the right and the wall closes behind you! You've entered the chamber of Doctor Octopus! Jump onto the left wall and start climbing up. When you reach the roof, let go of C and hold it down again quickly to climb onto the roof. Crawl to the right until you reach the right wall. Let go of the C button and fall straight down.

You'll land on a crate. Ready your camera, then leap to the left. You'll land next to Doc Ock! Press A to get your picture. Now get ready to kick butt! Use the option screen again to select a web shield, then start the action again and press A to give yourself the shield.

Stay right in front of Doc Ock, between his arms, and press B to punch him. If he runs away from you, run at him and get between his arms again, then continue punching. You may get hit by his arms a few times, but the shield absorbs the blows.

After you slap Doc Ock about enough, he crumbles to the floor. Spidey questions Doc Ock, finding out some helpful info, and moves on to...

LEVEL TWO: THE SEWERS

You fall straight down at the start of the level, and land next to a rat! Squat-kick it and start moving to the right.

You can walk along the ledge just above the sewer slime, or you can crawl along the wall. If you decide to crawl, watch out for the small black holes—these holes puff out clouds of toxic gas!

Your next enemy is a puny bat. Punch it (or web it) and continue going to the right. You'll encounter another rat before you reach the end of the line—three huge pipes. Climb up the wall to the highest pipe and crawl inside.

Jump up and walk along inside the rotted pipe. There's a single rat in here; jump over it or squat-kick it. Then jump up to the next section of pipe and walk to the right. There's another rat to pass before you get out of the pipe.

Move to the right once you get out of the pipe. After a short while, your spider-sense goes off! Ready your camera on the option screen. A bizarre enemy jumps out of the sewer slime. It's called the Mutant Jumper! Take a photo, then start running to the right!

If the Jumper knocks you into the slime, jump back onto the ledge as quickly as you can. You'll take damage wallowing around in that gunk!

Keep going to the right and you'll encounter a second Jumper. Now you'll have two of them on your tail! Keep running. When your spider-sense goes off a third time, ready the camera and squat, then take a picture. What did you snap? Look closely at the slime and you'll see the head of a huge alligator! Jump over the gator onto the crate to the right.

You can jump from crate to crate here, or Web-Swing across. Just get to the right and climb into the pipe. By this time, there are three Mutants after your hide. Walk through the pipe and fall into space. Face to the left as you fall.

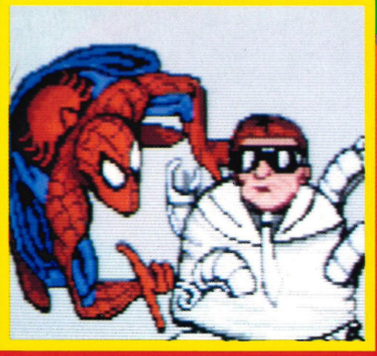
Once you fall past the wall on your left, press A to web-swing. Swing to the left, release the button, and press A to cast another web. Keep swinging to the left. There are a few bats in the air; if you hit them, you'll be knocked into the slime below. Get out of the slime and start swinging again.

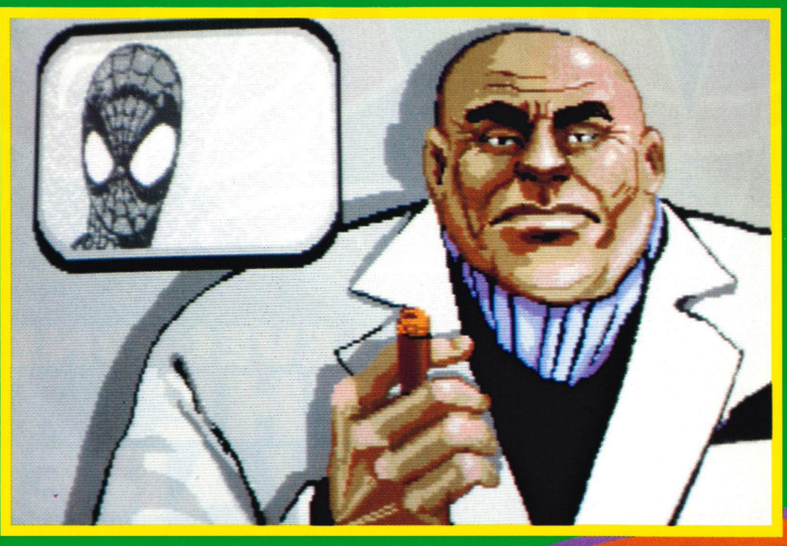
Finally, you'll get past the slime and into a small chamber. This is the hideout of the Lizard! Unfortunately for you, he's got a friend with him. Venom!

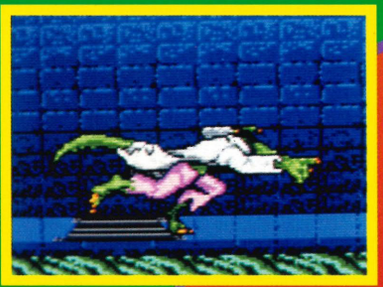
Take a picture of either the Lizard or Venom (or both), then concentrate on Venom. Shoot him with web fluid and stay at a distance from him! If he gets close, he'll tear you apart. After several hits, Venom gets tired of you and leap off the screen! Now it's just you and Lizard!

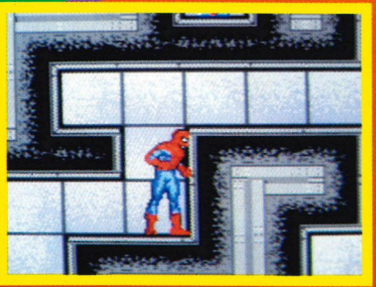
Stand away from the Lizard and duck. When he turns to face you, he'll duck for a moment, then stand up and charge you. Shoot him with web fluid. When the fluid hits him, he'll turn around, run, then turn to face you again. Repeat your fluid attack until the Lizard is knocked out.

The Kingpin makes another appearance on TV, and Spidey gets an idea about how Kingpin makes his TV transmissions. He travels to...









LEVEL THREE: THE POWER STATION

You'll land directly on a power-up at the start of the level. Walk to the right until your spider-sense kicks in. Ready your camera and take a picture of the attacking Lightning Creature! Then punch it or shoot a web at it. It flies off the screen, but it isn't beaten yet! It flies onto the screen and attack again. Hit it once more to destroy it.

Move slowly to the right. A huge spark beam shoots onto the screen at regular intervals. Jump past the beam in between zaps. Then crawl to the right to go under the next spark beam. There's a goon to squat-kick just after the beam.

Stand up and walk to the right until your spider-sense kicks in. Another Lightning Creature appears! Defeat it, and collect the power-up while you fight. Walk to the right again and crawl under the final spark beam.

Walk to the right. You'll have to beat up two goons (and collect a power-up) along the way. If you want a change of pace, you can jump up to the rooftops and fight up there, but there are deadly spark beams and more goons to deal with. It's safer on the ground.

Soon, you'll come to a red gridwork. Walk to the right until your spider-sense kicks in. Electro is coming! Ready the camera and take a snapshot before beginning the battle.

Web-swing to the right side of the gridwork. Stand on the section of grey ground in between the sections of gridwork. When Electro flies at you, shoot web fluid at him and jump into the air so he can't get a good shot at you. He's very quick, so don't get frustrated if he hits you. Just move back onto the section of ground and keep firing.

Sometimes, Electro lands on the gridwork and zap it. He's a sitting duck when he does this, so shoot him! If you're on the gridwork, though, you'll be zapped heavily! Make sure to jump after you shoot.

When Electro is bested, Spidey moves on to...

LEVEL FOUR: CENTRAL PARK

There's a fire hydrant at the start of the level. Kick it and it discharges a large squirt of water. What is this for? You'll find out at the end of the level. Move to the right and jump up to get the power-up in the trees. This recharges some of the Life Bar.

Walk to the right, past the fountain, until you reach another tree. Another power-up is be among the branches, but this one has a gunman guarding it. You can jump up and grab the power-up while avoiding the gunman, or attack the gunman.

Walk to the right again and a snake slithers along the ground to attack you. Squat-kick it and it crawls away from you for a while before coming back. Kick it again to defeat it. Don't try to run past the snakes without knocking them out, or they come back to bite you later!

There are more gunmen and power-ups in the trees above you. You can live on the edge and attack the gunmen, or stay on the ground and kick the snakes.

When your spider-sense goes off, get your camera ready and drop to the ground (if you aren't there already). A huge gorilla bounds onto the screen! Take a picture and get ready to fight!

Stay ducked and let the gorilla move at you. It punches the air above you. Just after it punches, stand up and hit it before it moves away. You'll knock it for a loop. Duck down and get ready to punch the gorilla again.

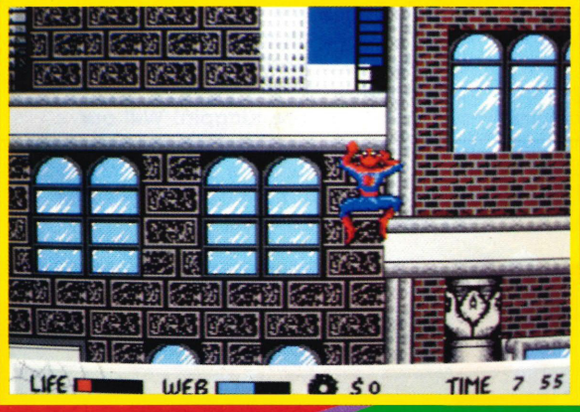
Sometimes, the gorilla jumps into the air. Move toward the gorilla as it jumps over you, then face the gorilla and duck. If you stay still when the gorilla jumps, it lands on top of you and does damage.

After a considerable amount of whacks, the gorilla collapses to the ground. Good riddance! Now move to the right again. Watch out for more snakes!

Soon, you'll arrive at a swing set and sandbox. Your spider-sense tells you what you probably already figured out: Sandman is in the sandbox! Get your camera out and walk to the sandbox. Take Sandman's picture as he emerges from the box.

It's time to do some quick web-swinging. Face left and web-swing in that direction, similar to what you did in level two. You're headed for the hydrant at the beginning of the level! Along the way, Venom makes an appearance! Just keep swinging and ignore him.

When you reach the hydrant, stay on the right side of it and lure Sandman to that side. Then kick the hydrant as Sandman starts to form. If your timing is good, you'll vaporise the Sandman! You won't get to talk to Sandy, but you get his key. Spidey takes to the streets to see who comes after him...



LEVEL FIVE: THE CITY

At the beginning of the level, you are accosted by J Jonah Jameson, publisher of the Daily Bugle. Take a photo of him and get away from him before he hits you! Web-swing to the right until you reach a grey building. Climb up onto the roof of the building and punch out the gunmen. Jump up the black ladders and you find a power-up that fully recharges your life bar.

Walk to the right, along the rooftops, until you reach the right side of the screen and can't go any further. Now drop straight down until your spider-sense goes off. Press C to stick to the wall. A brutal biker roars past you!

Drop to the ground when it's safe and get ready to battle this brutal babe! When she drives at you, shoot web fluid and jump over the bike. Sometimes, the fluid hits; sometimes, it won't. Just keep jumping and shooting. And make sure to take a picture of the bike!

When you finally destroy the bike, it drives off the screen and crashes. Your spider-sense goes off again! Scamper up to the rooftops as fast as you can! It's time to fight the Hobgoblin!

Use your web fluid to shoot Gobby as he flies at you. Shoot diagonally for the best chance of hitting him. If you miss Gobby, he drops his pumpkin bombs at you. Dodge between the bombs.

Take a picture of Gobby before you knock him from the sky. When he crashes and burns, you get the last key. You'll also discover that Hobgoblin isn't alone. He's been escorted by the vicious Venom!

Get onto the highest rooftop and stand in the middle. Venom leaps onto the roof to attack you. Duck down, face him, and shoot globs of web fluid. One of the globs should hit Venom, knocking him off the roof. When he leaps back onto the roof, move away from him, then turn and shoot again.

After you do enough damage, Venom jumps off the roof, visits your apartment, and captures Mary Jane! That's it! It's time to go after the fat mobster with everything you've got!

LEVEL SIX: THE CAVERNS

At the start of the level, you are attacked by a bat. Whack him and move to the right. Duck down and watch out for gunfire. The thug on the ledge fires three times, pauses to reload, and fires again. Jump up and attack him while he's reloading.

Walk to the right, drop down to the thug, and squat-kick him. Drop off the left side of the ledge and web-swing to the left, past the laser cannon below you. Then walk to the left to encounter the X479 Battle Robot! Take a picture of it, then use your jump-kick to destroy it.

Walk to the left and fall down to the cavern floor. Then jump to the right and destroy the next robot. Jump up to the ledge on the right and jump over the laser bolts of the cannon! Duck and shoot web fluid at the cannon to gum it up. When it tries to fire at you, it blows itself up!

Fall into the hole to the left of the cannon. Crawl to the right, underneath two cannons. Follow this path until you encounter another X479! Toast it with a jump-kick, then move to the right and jump up the ledges.

Fall down one ledge and collect the power-up, then move to the left to collect another one. Now return to the right. Stand on the ledge below the gunman, facing left. Web-swing to the left, then jump up onto the gunman's ledge. This is easier said than done, so it may take you many attempts before you pull it off. Just keep trying!

Squat-kick the gunman and move to the right. Blow up the X479 and shoot the gunman on the ledge. Walk right and down, following the path. Beat up the gunman, then walk past him to the left. You'll have to destroy a laser cannon, then wind through a corridor of rocky stalactites.

From here, it's hard to get lost. Just keep moving to the right, shooting the gunmen and laser cannons as you go. You'll stumble upon at least one power-up, and possibly a bunch of them. Keep going until you reach an area with three laser cannons on the right wall.

Glob up the cannons to destroy them. Jump up to the highest cannon, glob up the cannon to the left, and web-swing to the ledge with the cannon. Walk to the left side of the cannon to collect a hidden power-up and recharge your life bar.

There's one more manoeuvre to pull off before you complete this level. Stand on the rubble of the cannon, facing to the right. Web-swing to the right. As you swing back to the left, jump up and stick to the left side of the shaft above you. Then jump and stick to the right side of the shaft, just below the gunman. Finally, jump straight up and land next to the gunman. When you land on this ledge, you'll finish the level.

This manoeuvre takes lots of practice (not to mention web fluid), so keep at it. Once you're through the caverns, you'll be off to...

LEVEL SEVEN: KINGPIN'S LAIR

At the start of the level, climb down until you find a power-up. Get it and then climb up again until you reach a white tunnel. Climb inside.

There are lots of power-ups to pick up in the tunnel. Climb down and around, searching every nook and cranny, By the time you reach the exit, your life bar and web fluid should both be topped out.

When you exit the tunnel, you'll fall onto a ledge. Duck down and start shooting web fluid to hit your next attacker — Electro! He's come back to take you on again!

Shoot web fluid as soon as Electro appears on the screen. He flies up to you, preparing to shoot, and should be hit by your web fluid! Repeat this attack until Electro stops appearing!

Drop straight down and move to the right until the Lizard appears! Beat him like you did before, by ducking and shooting as he charges you. Two bosses down, two to go!

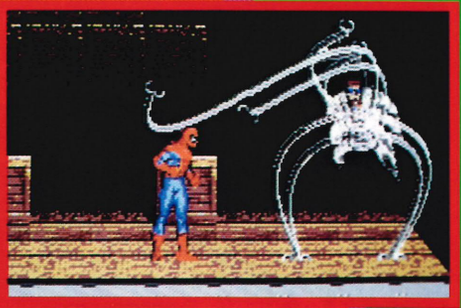
Walk to the right and the Hobgoblin attacks! Shoot your web fluid diagonally to knock him out of the sky. Don't move too far to the right as you fight Gobby, or you have to fight Venom as well!

Once Gobby is gone, walk right again. Your final foe appears — Venom! Use the web fluid like crazy and blast Venom, staying as far away from him as you can. After you do enough damage, Venom leaps off the screen. Will you ever be rid of that guy?

Move next to the flashing bomb. It should be flashing one colour. Press start to access the option screen. Select the key that's the same colour as the flashing dome on top of the bomb. Now press A to insert the key into the bomb. The bomb cycles through a bunch of different colours, then start flashing one colour again. Return to the option screen and select the next key. Repeat this process until you've used all the keys. The timer in the lower-right corner of the screen disappears, and should be replaced by the word "Defused." Now to find Mary Jane!

Move to the right and crawl into the tunnel. Gather the power-ups in here. Crawl into the higher part of the tunnel, then the lower portion. Finally, crawl out to the right.

Here he is! The Kingpin! Will our friendly neighbourhood Spider-Man save Mary Jane? Or will the Kingpin scrape Spidey off the bottom of his shoe? See The Secrets to find out!



SECRETS

DEFEATING THE KINGPIN

Kingy is the toughest foe in the entire game, and that's saying something! Your best strategy is to use jump-kicks to Kingy's head — it's the only weak spot on his body. Then get away by Web-Swinging; if you stay close to him, he'll knock you into the wall with his fists! To make things even harder, you have to beat King Lard before Mary Jane is lowered into the fiery pit! To save Spidey's true love from a particularly horrific death, make sure you web up the machinery that lowers Mary Jane into the fiery bath. be sure to do this regularly.

FOUR BOSSES AT ONCE!

On level seven, when you encounter Electro, don't fight him. Instead, swing past him and move to the location of the bomb. Along the way, you'll attract all of the bosses — Electro, Lizard, Hobgoblin, and Venom. If you manage to defeat them all at once, you deserve a medal! Honestly, trying this is lunacy!

LIFE BAR RECHARGE ON LEVEL FOUR

If your life bar is low at the start of level four, go to the apartment, then immediately leave. You'll come back to the start of the level, where you can grab the first power-up in the tree again. Repeat your super-quick apartment visits until your bar is shows you have the maximum amount of stamina.

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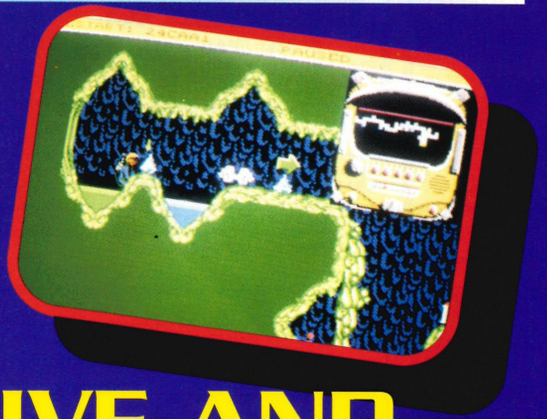
SLIME

THE SCENE

Space explorers Todd and Rooney have been sent to explore the Slime World in the Gamma Mu Eta system. Slime World is infested with slimy snakes, snappers and even more dangerous creatures. Use your compressed water gun to blast your way through six different adventures!

PLAYERS

Slime World is for one or two players. In the one-player game, you're Todd; in the two-player game, the second player is Rooney. The two-player mode is simultaneous. The two-player missions are slightly different from the one-player missions; some of the missions are co-operative, while others are competitive. (By the way, the missions are called Adventures in this game.)



LIVE AND CONTINUES

There is only one life. As you get slimed by the slime creatures, you turn darker shades of green. If you get overly slimed, you blow up!

In five of the missions, when you die, you return to the last restart point you reached. (The green arrows are the restart points.) These five missions are stocked with plenty of green arrows, so you always start your next life from close to where you died.

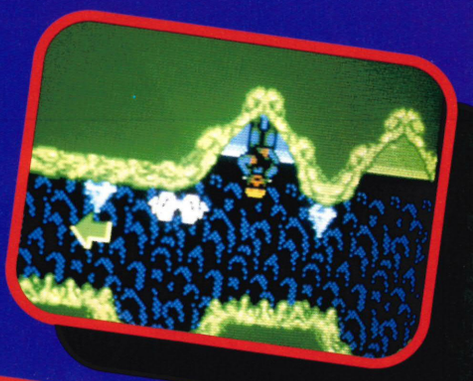
You can obtain a password for the last restart point you reached by pressing Start. If you need to turn off the game, you can re-enter the password later to begin play at the restart point.

SCORING

Points are scored by shooting slime creatures and picking up tools and gems. Here's a list of stuff to shoot (and pick up). Some creatures can only be killed with the Mega Bomb. Here's a list of the lot and the points they're worth.

Maggot 300
Mildew 1,200
Groach 3,900
Flyhead 4,700
Scab (Mega Bomb) 4,800
Blob 4,900
Drools 5,900
Octospid 7,800
Hidden Snapjaw 8,400
Headsucker 8,700
Spitter 8,800
Red Eye 9,700
Tapeworm (Mega Bomb) 9,900
Bloodfly 9,900
Tool or Gem Points
Any Tool 5,000
Slime Gem 10,000
Super Slime Gem 100,000

WORLD

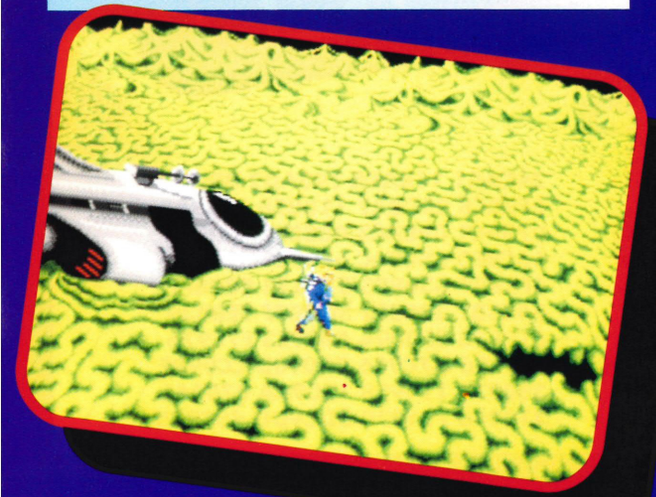


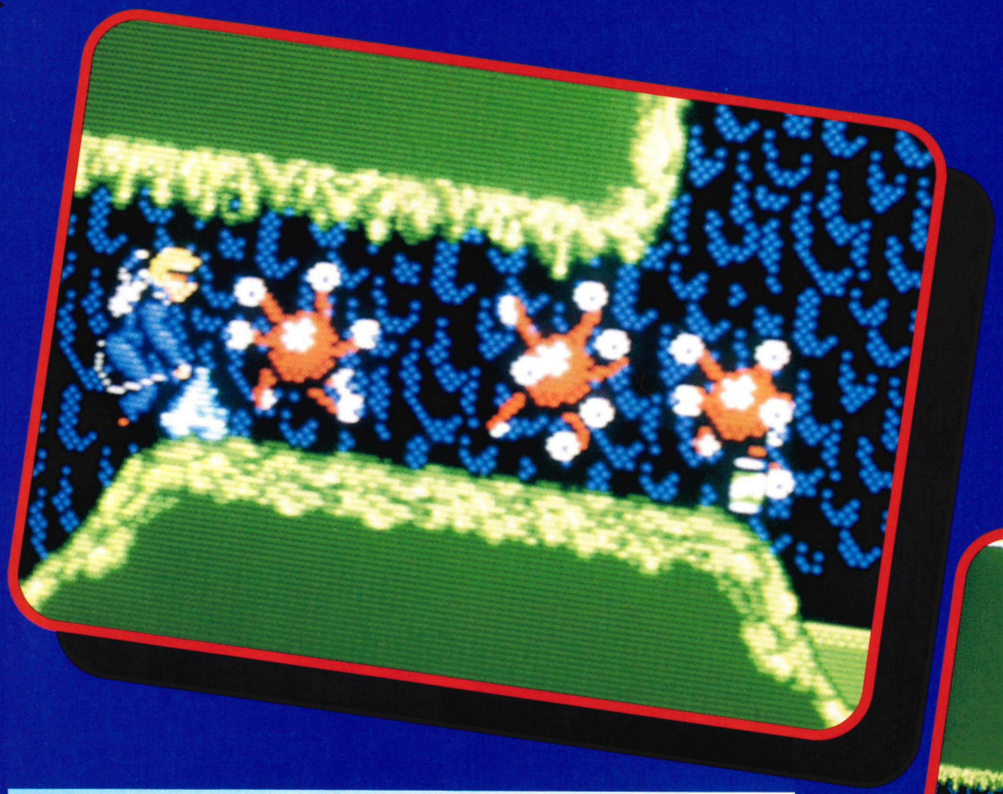
SPECIAL ITEMS

During the game, you find Tools and power-ups. You can only carry one Tool at a time, and you can only use a Tool when you're standing up.
Cleanser turns a slime pool into a water pool.
The Gun Power-Up powers up your gun to shoot three droplets of water at once.
Gun Slime makes the water gun shoot slime instead. This power-up appears only in two-player competitive missions.
The Jet Pack gives you the ability to fly. The Pack keeps working until you shut it off. You can't fire your gun while using the Pack.
The Mega Bomb destroys everything in the room where you're located. Get out of the room before the Bomb goes off, or you're killed.
Slime Bait attracts and kills most slime creatures.
The Slime Gem is worth big points, and cleans you up a little bit.
The Slime Shield cleanses you and protects you from slime for a short time.
The Super Slime Gem scores points, cleanses you completely, powers up the gun and activates a Slime Shield. If you shoot a Super Slime Gem, it explodes into deadly red droplets, so watch out.

WEAPONS

Todd's main weapon is his compressed water gun. The water gun shoots droplets of water that cause damage to the slime creatures.





FRIENDS

In the two-player mode, some of the missions are co-operative. In these missions, work with your friend to survive. In one-player games, and in two-player competitive missions, you're on your own.

ENEMIES

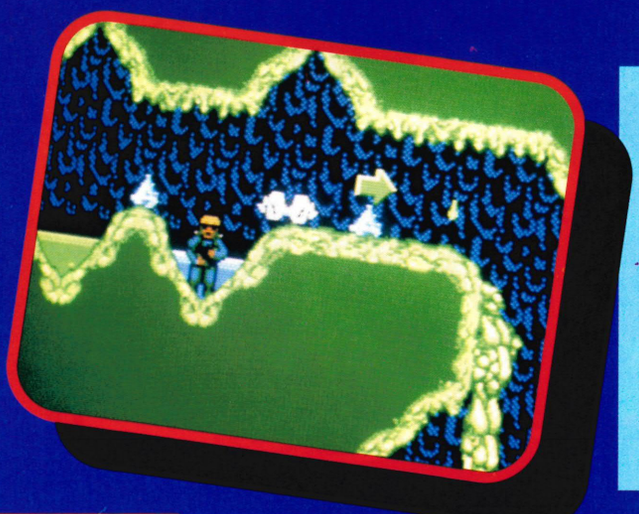
The Slime World instruction manual describes all of your enemies in detail. We've also listed your enemies in the scoring section above.

GENERAL TIPS

Don't hurry through the missions. There's no time limit (except for the Suspense mission), so explore thoroughly.

The key to victory in Slime World is finding the hidden rooms. You can see the entrances to many hidden rooms as single dots on the map computer. When you see a single dot, but no visible entrance, position yourself underneath the dot and jump straight up. If there's a secret entrance, you climb into a vertical tunnel.

A few secret rooms are concealed below slime pits. You have to climb into the slime pit, then continue climbing downward and into the secret room. Try this with any slime pit that is two dots deep on the map computer.



SECRETS

Passwords

Here's a list of restart points for the Easy Adventure. They're not in any particular order, since there are so many different paths to take.

B38A77 B84ABC BC8A78 9D0AD9
810AC5 870AC3 8A0ACE E04AE4
E6CA62 E8CA6C EDCA69 C28A87
24CAA1 118AEA 198AD2 BF0BF8
8F0BC8 25CBA7 118BEB 19CB93
078BC1 098BC3 0B8BCD 7CCBFE
66CBE0 6B4B6C 6FCBE9 52CBD4
4F8B09 B308F5 B2C834 B808F2
34C8B7 3888F3 3D087F 7E8839
618838 550894 A809E3 F7C976
E70926 D7C956 CA090D CC090F
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BUDOK

THE SCENE

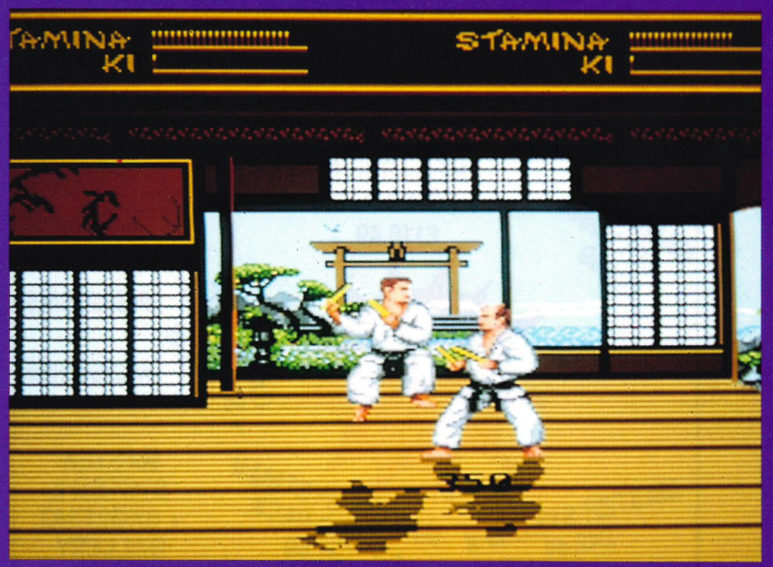
The path of the warrior is a long and difficult one. It requires complete dedication of the mind and of the body. The only rewards you receive are inner strength and peace. You are a young hopeful training at the Tokibo-Ryu Dojo aiming for the ultimate goal, to succeed at the Budokan - where twelve of the greatest warriors from other Dojos have gathered. You're on the path - can you avoid falling off? Tobiko-Sensei, your tutor has given you a chance to make something of yourself.

LIVES

You can't be killed in this game, only beaten badly. In each bout, you and your opponent have two bars at the top of the screen. These are the Stamina and Ki bars. Stamina is an indication of your energy. Ki shows the "inner strength" behind each move you make. Your Strength and Ki grow as you rest, and is used up as you attack. The higher your Ki when you strike an opponent, the more Stamina he loses. The first person to run out of Stamina loses the match.

CONTINUES

There are no continues in the game. At the Budokan, you have three chances to beat each opponent. Win, and you advance to the next foe. Lose all three matches, and you are demoted to the previous opponent. Lose three matches to the first opponent and you must return to the Dojo for more training.



SCORING

You're a warrior so, naturally, points mean nothing. Your goal is simple, yet focused; defeat all challengers at the Budokan. In training you see a point score to evaluate your effectiveness, but in real combat, the only point is the one at the end of a blow.

CONTROLS

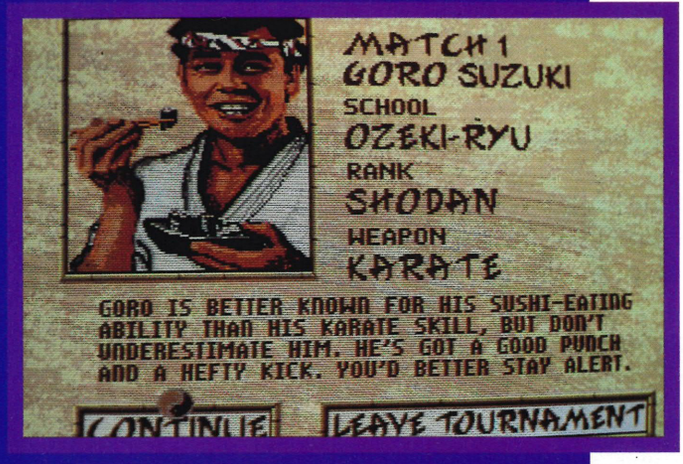
You have an incredible number of moves at your disposal. There are four martial arts for you to train in - each having between thirty and forty moves (sometimes more). These are controlled with the D Pad and any of the action buttons. The instruction manual contains charts of each move. Keep it handy during training and perfect each move.

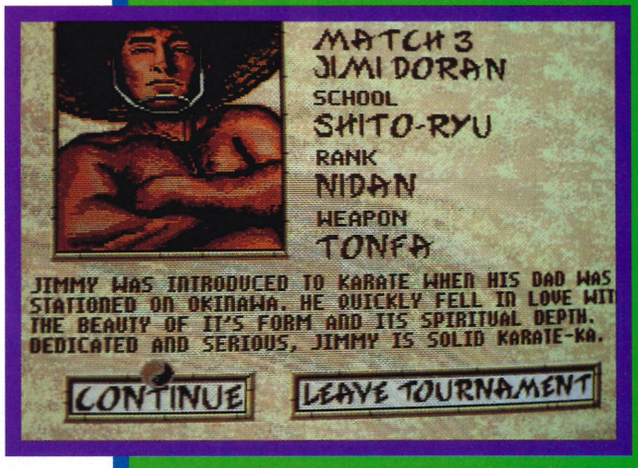
Each of the martial arts utilises a different weapon. One of them uses your own body as a weapon! Here are the four disciplines:

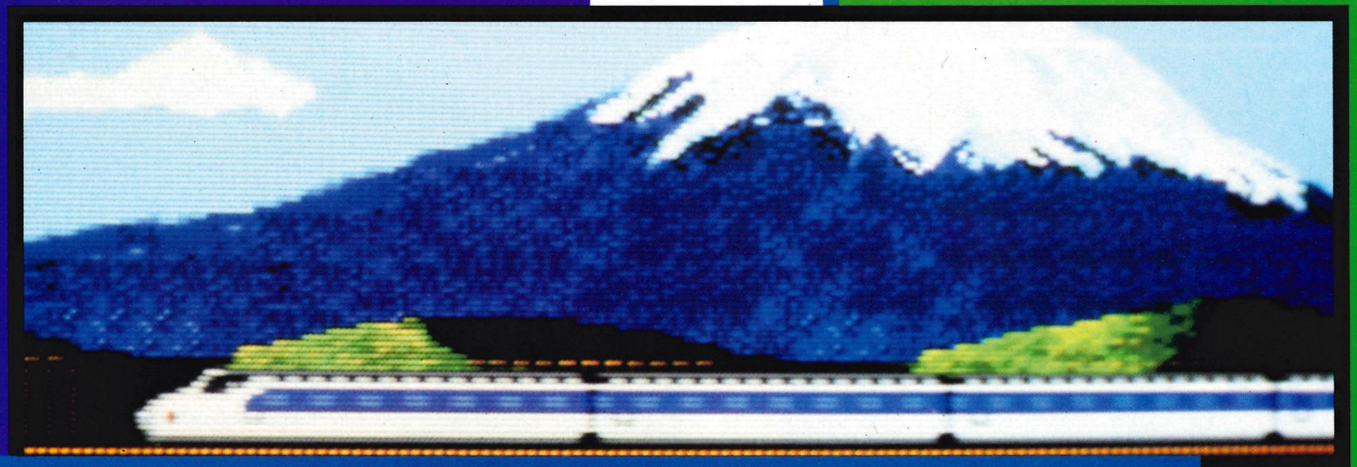
Karate: This was developed on the island of Okinawa, where the people were not allowed to carry weapons. It was eventually brought to Japan, where it became extremely popular. Karate practitioners attack with a variety of punches and kicks.

Kendo: Derived from the

KAN







OPPONENTS' WEAPONS

Tonfa: Another farming tool from Okinawa. It is a long stick about twenty inches long, with a handle protruding from it about five inches from one end. Tonfa masters can block blows with their arms, and then spin the Tonfa in their hands to strike back at an enemy.

Kusari-Gama: The sickle and chain, was another farmer's tool and was used both by farmers and by samurai. The sickle was attached to a handle, which was attached to a long chain with a weighted ball on the end of it. The warrior armed with the Kusari-Gama twirls the chain around with one hand while holding the sickle in the other.

Naginata: This is a long pole, about seven feet long, with a huge curved blade at the end, about two feet in length. Fighters used this weapon to cut off the limbs of attackers' horses, and the limbs of the attackers as well. Modern-day Naginatas have bamboo blades.

Shuriken: A throwing star, was the weapon-in-trade of the Ninja. Ninja, unlike their high status today, were considered the lowest form of life in ancient Japan. They attacked with stealth and sold their services to whoever could pay, while Samurai fought openly and for honour alone. The Shuriken is used to deadly effect.

Yari: A huge spear, similar to the Bo and Naginata. It has a variety of spearheads, which tear any enemy apart. The Yari does not offer protection if the opponent gets close, which is its main weakness.

WEAPONS

Ryus (schools) where Samurai trained in swordfighting. Training with actual swords was both dangerous to the students and to the weapons, so wooden swords were created. The concern for safety grew and Shinai (bamboo swords) were next used. Kendo was eventually introduced into school curriculum, and became a marital art in its own right.

Nunchaku: Not a weapon as such when it was first created - it was used to harvest grain! It was eventually adapted into karate, but did not become popular until recent interest in Okinawan weapons (of which the Nunchaku is one). This interest was brought on by Teruo Hayashi (a karate teacher) and Bruce Lee (the most renowned marital artist ever). The Nunchaku is comprised of two hexagonal sticks joined by a chain or cord.

Bo: A staff about six feet in length. It was a weapon favored by the Samurai, because its length could keep opponents at a distance while the Samurai struck with it. If the opponent got close, the Bo could be used to distract the enemy while karate was used by the Samurai. The Bo has changed slightly in shape over the years, now being tapered on both ends.

GENERAL TIPS

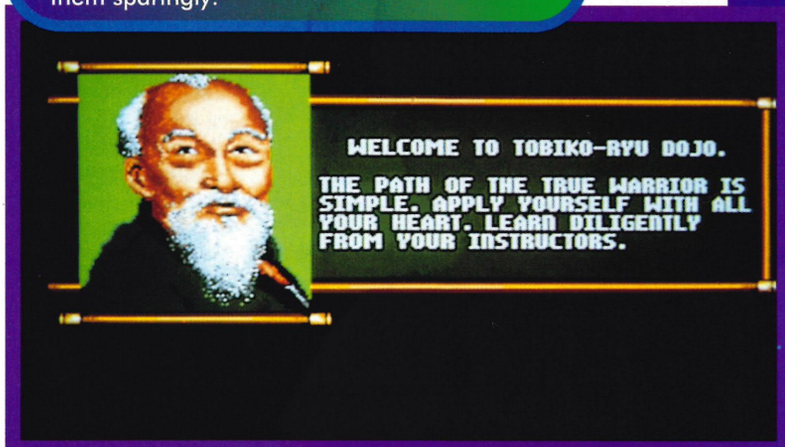
Tokibo-Sensei's advice is well-meant, but it has nothing to do with your techniques. He's been reading a few too many fortune cookies. Here is some humble advice from us instead.

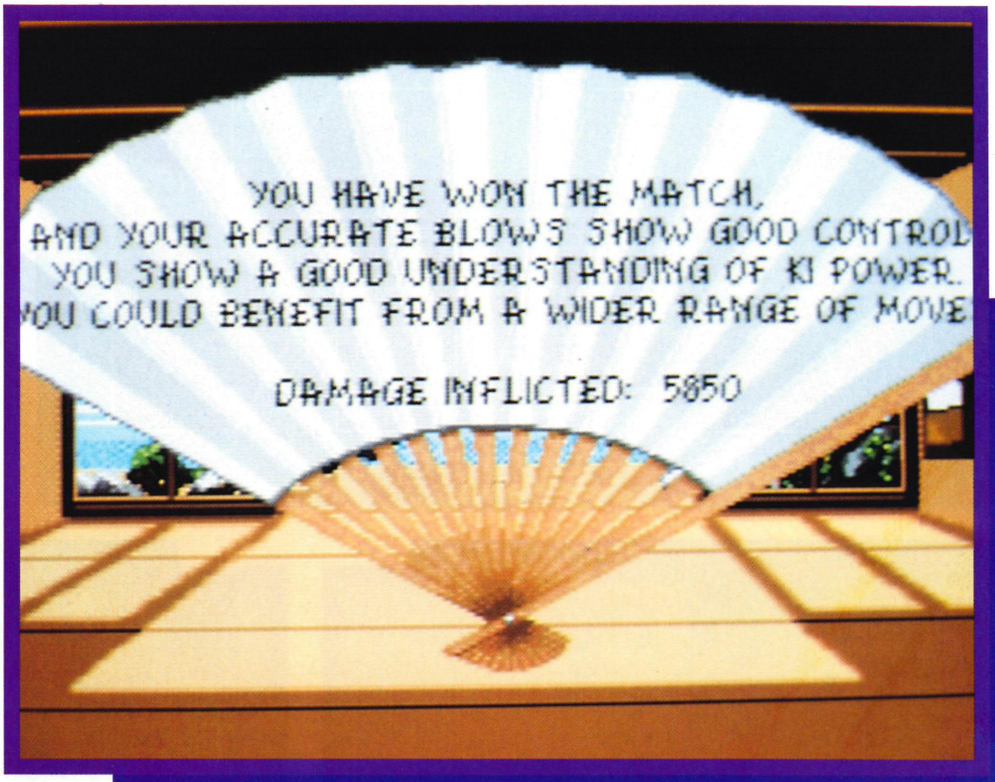
To execute the manoeuvres correctly, time your controller movements with your on-screen movements. Bad timing means you just waste Stamina and Ki while you flail away at air and leave yourself open to attack.

Don't get forced off the mat or you lose precious Ki. Back your opponent up instead and they won't want to back off the mat and have to walk into your blows.

The martial arts vary in power. From strongest to weakest, they are: Bo, Nunchaku, Kendo, Karate.

In general, the more powerful moves of a martial art also eat up the most Stamina. Use them sparingly.





KARATE

You certainly get your kicks from this martial art; that's because you should be using your kicking moves far more than your punches. The kicks do more damage and keeps your opponent at bay.

The regular kicks are easy to execute, and do a decent amount of damage. The spin kicks or the jump kicks really wear down your opponent.

The crouch sweep kick can't be defended against by your opponent; but they'll often return with low attacks of their own, so you have to strike quickly.

The jumping kicks do the most damage, but use up the most Stamina. Try a spinning jump kick.

FRIENDS

Tokibo-Sensei is your mentor. He is always willing to give you a small part of his near-infinite wisdom if you listen.

The sparring partners in the training halls do not attack like headless chickens - they work with you to perfect your martial arts techniques, striking only when struck against.

ENEMIES

While the twelve opponents in the Budokan tournament aren't enemies, they are standing in the way of your spiritual progress. So you must fight them so that you don't need to fight them. - understand? Try to fight them using your training. If you don't succeed, you'll learn about each opponent later on...

NUNCHAKU

This weapon's repeating blows are deadly as long as you hold down the action button.

Not only does the triple strike look very impressive, but it's by far the most damaging manoeuvre. The underhand twirl is often for show, though it is useful at close range.

The roundhouses and whips are your bread and butter blows, they hold off your opponent so that you can Ki up for the triple strike.

There are lots of jumping strikes, and the spinning ones are the best to use. But like any other jumping strike, they eat up Stamina, so be prudent with their use.

KENDO

All of the Kendo manoeuvres seem to be about the same. The jumping strikes are the opponent-finishing blows, while the other manoeuvres are soften-up blows.

For major softening up, try the two-handed strikes. Their double hits do double damage, which doesn't double your chances, but makes them better!

The crouching hits are best used cs defensive strikes, since they don't do enough damage to be used in attack, especially with your other choices.

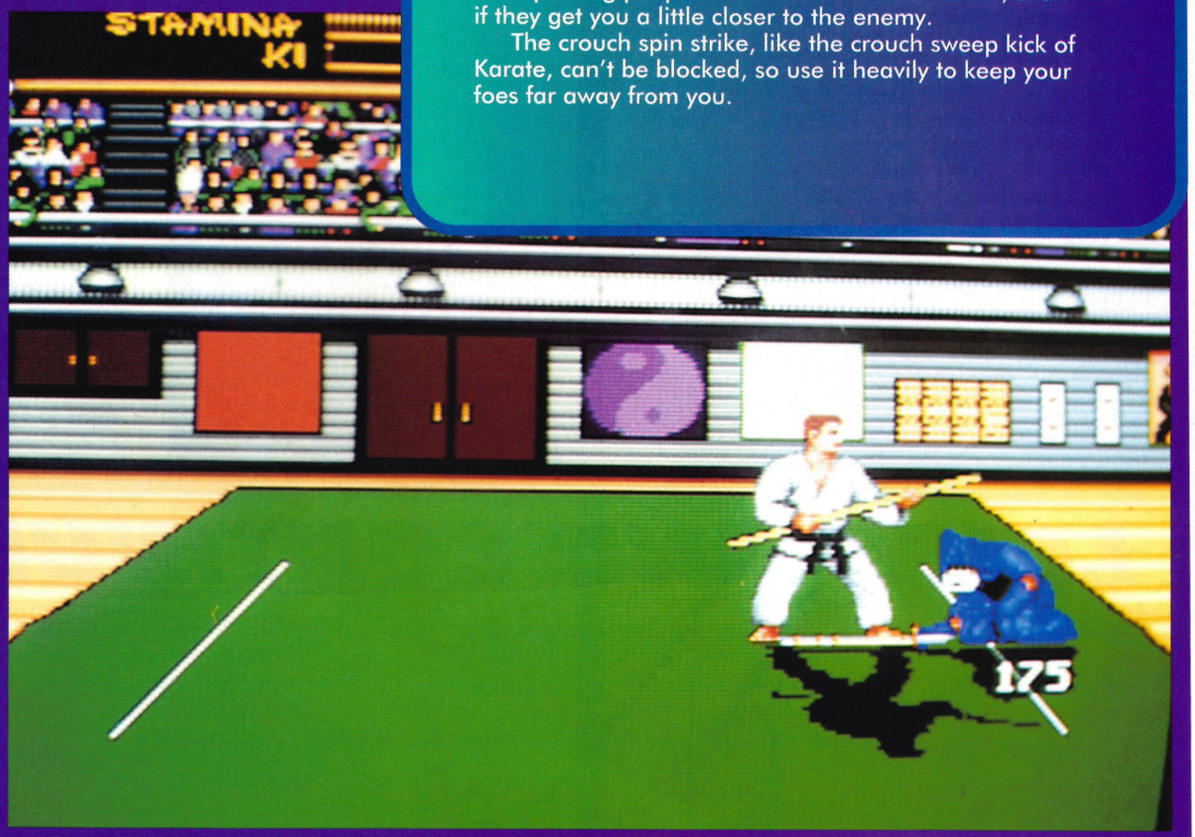
Jumping blows can be strikes or lunges. Both are effective, but the strike is more satisfying.

BO

The most powerful weapon, the Bo, should be heavily practiced because you need to use it against the heavies in the Budokan.

The thrusts are okay, but try using overhead strikes and spinning jump strikes. These are a lot better, even if they get you a little closer to the enemy.

The crouch spin strike, like the crouch sweep kick of Karate, can't be blocked, so use it heavily to keep your foes far away from you.



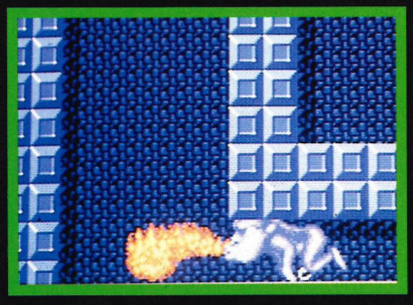
TOKI

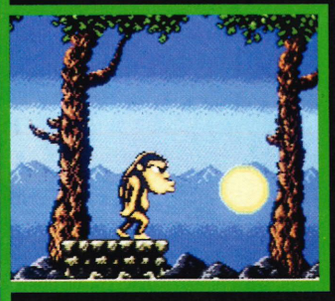
THE SCENE

The lovely Wanda has been captured by the mad scientist Dr. Stark. You're Toki, Wanda's boyfriend. Naturally, you're going to try to rescue her, but there's a catch - Stark has turned you into an ape! Can you swing your way through nine stages of danger without going ape spit?

SCORING

Points are scored by defeating enemies and picking up food. Defeat creatures by shooting them or by jumping onto them from above. You receive extra lives for reaching certain point totals.





WEAPONS

Toki's major weapon is his amazing energy spitballs. Toki starts the game with normal spitballs, but pick up weapon icons and watch his saliva power up.

The Bouncing Item shoots medium-sized spitballs that bounce around the screen.

The Flameball Item shoots a short-range cone of fire.

The Looping Item shoots a powerful looping spitball.

The Oversized Item shoots massive spitballs.

The Spray Item shoots spitballs in three directions.

The Super Item charges up when you're not spitting. The higher the power gauge, the more powerful the spitball is when you shoot.

In addition to his spit, Toki jumps onto some enemies from above to defeat them.

SPECIAL ITEMS

The most common special item is food. You score a few points every time you pick up some grub, and earn an extra life for every 50 pieces of food you collect.

Coins add three items to Toki's food count.

Stars make Toki invulnerable for a short time.

Toki Heads yield an extra life.

Shoes make you run faster and jump higher.

LIVES AND CONTINUES

Apes are sensitive creatures. As such, one hit from an enemy or an enemy bullet causes Toki to lose a life. You start your next life from the beginning of the last stage Toki reached.

Several of the game conditions are tweakable at the Options Screen, they are:

Player: Start the game with 1, 3, 5 or 9 lives.

Difficulty: Easy, Normal, Hard, or Hardest level of play.

Extended Play: You receive an extra man at 5,000 and 15,000 points; 70,000 points; 10,000 and 20,000 points; or 7,000 points and multiples thereof.

Continue: Start the game with anywhere from 1 to 7 continues.

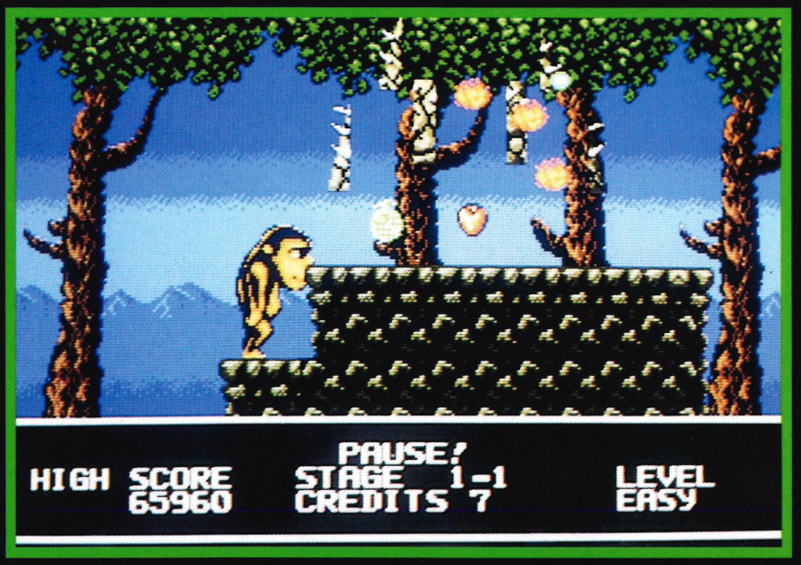
These settings allow you to start the game with a minimum of one life (and one continue), and a maximum of nine lives and seven continues (for a whopping total of 63 lives).

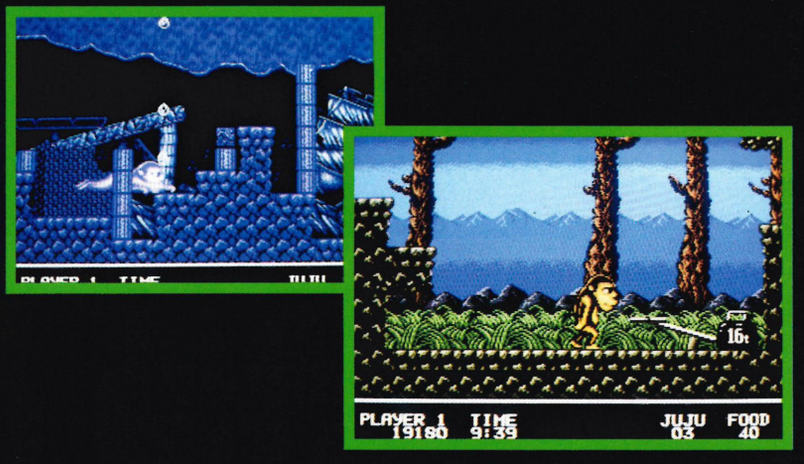
You also receive an extra life for every 50 food items you collect. Your food total is shown in the lower-right corner of the screen.

GENERAL TIPS

Press the controller UP and DOWN to look in those directions and cause the screen to scroll. This is a good way to spot enemies you might not know were there.

The tips below were written by playing through on the Normal level of difficulty. The strategies still apply at the higher levels of difficulty. This section touches upon only the highlights of each stage, since the game is fairly straightforward (in other words, not many hidden items, secret tricks, and stuff like that).





STAGE 1-1

Watch out for the spikes that burrow out of the ground. When you destroy the spikes, they shoot fireballs in five directions. Stay below the spikes, or duck below the fireballs, and you won't be hit.

STAGE 1-2

When you reach the 16-ton weight, jump onto the left side of the platform that the weight is on. The weight flies into the air and crashes back down onto the platform, flinging you skyward. Steer to the right to land on the high ledge.

There's a Toki Head at the end of the stage. Move very slowly to the right, then steer to the left as soon as you fall off the cliff. You land inside an alcove with the Toki Head.

STAGE 1-3

This is the first stage with a collapsing ledge. Walk quickly across the ledge (or jump over the bricks) and you won't fall.

After you pass the collapsing ledge, keep walking to the left until you find the Toki Head. You need to make a great jump to make it across to the Toki Head. If you miss the jump, you fall to the ledge below and have to walk back to the right. If you collect the Toki Head, lose a life, and come back to this location again, you find a hamburger instead of a Toki Head.

There's a pair of Shoes placed beneath the exit. Jump onto the Piranhas to defeat them and grab the Shoes. Don't jump into the shaft to the right of the Shoes; there are spikes at the bottom.

STAGE 1-4 (Stark's Machine)

Stand on the far left side of the screen and face to the right. If you stay on the edge of the screen, the heads on the side of Stark's Machine won't be able to hurt you with their fire. Destroy all four heads on the left side of the Machine, then run underneath it, press against the far right side of the screen, and destroy the four heads on the right side of the Machine. When all eight heads are destroyed, the Machine blows up.

FRIENDS

Toki's an amiable ape, but he won't find any friendly folk where he's going: into the domain of Dr Stark.

ENEMIES

Toki's got an army of enemies between him and Dr Stark. The most dangerous enemies are the Palace Guards. The Guards are described in detail later. Here's a list of the smaller foes:

Armakillos are small, green armadillos with pointy heads.
Big Geeks are one-man submarines driven by white apes.
Buzzsaws are spiky caterpillars.
Flitters are large green bats.
Flutters are small green bats (baby Flitters).
Hemogoblins are large red blobs.
Jabbers are flying white monkeys armed with spears.
Killroys are armour-clad enemies armed with short swords.
Lashers are lizards with large horns on their heads.
Little Geeks are small torpedoes shot from Big Geeks.
Lobots are giant monkey heads that use their ears to fly.
Monets are small turtles.
Penguins are penguins although in this game, they're red and wear bow ties.
Picassos are large turtles.
Pinchers are pink creatures with stubby legs and short, sharp claws.
Phoenixes are fiery flying creatures that shoot a fusillade of fireballs.
Piranhas are gross yellow creatures that fly across the screen to bite you.
Pyros are cute dinosaurs that exhale fireballs.
Rachis are green spiders.
Rotapes spin and bounce around the screen.
Sashemis are small red fishes.
Scarabs are large green moths.
Sushis are large red fishes.
Spears are ghosts that float across the screen and toss spears down at Toki.
Zoas are small flying creatures that look a little like manta rays.
Zombies are large blue monsters that shamble across the screen, trying to zap you with their death touch!

▶

STAGE 2-1

Be sure to get the Shoes at the beginning of the stage, but don't jump into the Scarab flying above you. In fact, it's best to shoot the Scarab before you get the Shoes.

The green platforms in this stage disappear a few moments after you jump onto them. Jump off these platforms as soon as possible!

There are three 16-ton weights near the end of the stage. When you find the two weights, jump over to the one on the right and use it to jump up and to the right. You land on a small ledge below and to the left of the exit sign.

STAGE 2-2

You find your first rope in this stage. You want to jump off the rope twice; to the right to collect the Coin, and to the left onto the ledge that floats upward and takes you closer to the exit. Don't jump off the rope until it's at the apex of its swing.

When you jump off the rope and onto the platform, float upward until you find a Star. Grab the Star and ride back down to the tunnel.

Jump up the column of green ledges on the far right of the screen to reach a Toki Head and a Coin. After you collect them, steer to the left to land on a ledge.

STAGE 2-3

Don't jump onto the first floating ledge of this stage until it starts moving upward. If you jump on it when it's going downward, you get prodded by a group of spike balls. Ooyah!

The Toki Head in this stage is guarded by a Rachi, but you should be invulnerable (thanks to a handily placed Star) when you encounter the web-slinger. Defeat him and collect the extra life.

At one point in this stage, you are stopped cold until you burst through some collapsing bricks. Walk onto the green ledge, jump upward a few times, then move back to the right before the green ledge disappears. Repeat until you've created a hole to jump through.

STAGE 2-4 (Primeval)

This Guard is a pushover. Stay on the far left side of the screen and shoot Primeval from a distance. He spits Rotapes at you, so make sure to blast them as well. Primeval may leap toward you, so jump into the air to avoid him.

STAGE 3-1

Hemogoblins explode into a shower of spiked balls when you shoot them. Stay underneath the Hemogoblins and you have an easy time dodging the spike balls.

Swim near the bottom of the stage to find the Toki Head. It's not hidden at all - in fact, it's the easiest Toki Head to take in the entire game.

STAGE 3-2

Swim right, down and left at the start of the stage to find a Spray Item. Swim right, up and left at the start of the stage for an Oversized Item. The oversized spitballs are better at blasting through the collapsing bricks in this stage. The exit is on the far right side of this stage, at the bottom of the screen.

STAGE 3-3

This simple stage has a seemingly hard-to-reach exit. The trick is to swim to the right, through the group of six bricks. Follow the tunnel and, bingo, you're at the exit.

STAGE 3-4 (Boomer)

Stay at the far left side of the screen and shoot Boomer in the face. When Boomer moves to the left, swim into the lower-left corner of the screen to avoid him. Keep shooting until Boomer goes boom!

STAGE 4-1

You can't jump across to grab the Toki Head in this stage. Instead, bounce off the Scarab flying below the Toki Head. Wait until the Scarab is flying to the left before you jump.

STAGE 4-2

Jump across the single-block platforms at the start of the stage to reach the Star to the left, but it's not worth the trouble. Instead, walk to the left, jump across the collapsing blocks to get the Star, and return to the right.

Near the end of the stage, you find four floating platforms. Walk from one platform to the next to avoid floating into the spike balls. (When you reach the bottom of the stage, jump to the left and ride up the floating platform to the Toki Head.)

STAGE 4-3

There's an impossible-to-see Toki Head in this

STAGE 6-1

This stage features some heavy-duty slipping and sliding! Use the slanted ledges at the start of the stage to slide and jump higher and higher. Don't slide out of control or you get into trouble!
There's a harmless group of Rotapes in the ice next to the exit.

STAGE 6-2

Most of the challenge in this stage is jumping across the collapsing ledges (the dark blue ledges are the collapsing ones). Collect the Shoes near the beginning of the stage (above the two Armakillos) and you can leap up to the collapsing ledges, saving yourself a bit of work getting up to them.

STAGE 6-3

The toughest enemies in this stage are the two Jabbers. The first one is about halfway through the stage, while the second one is right at the exit. Blast them with diagonal shots and be ready to dodge their quick attacks.

STAGE 6-4 (Crystal Mammoth)

This is a tough boss. Stay to the left of the Mammoth, jump into the air, and shoot the Mammoth in the head. The twirling trunk of the Mammoth blocks most of your spitballs, so keep firing. Be ready to dodge the red circle shot at you from the Mammoth. The Mammoth drives you all the way to the far left side of the screen before you destroy it!

STAGE 7-1

The Toki Head is near the beginning of the stage, guarded by three Lashers. Shoot the lowest Lasher from the safety of the vine, then shoot the other two Lashes diagonally from below.

When you're jumping across the row of vines, climb to the bottom of the vine you're on before leaping to the right. If you're too high on the vine, you hit the ledge above you and miss the vine to the right.

STAGE 7-2

There's a shortcut of sorts in this stage. When you reach two small groups of collapsing blocks, fall down to the lower ledge and move to the right instead of continuing to the left. Shoot the attacking Piranha as you drop down the ledges.

There is a Toki Head and a Star placed in breakable blocks near the end of the stage, but don't bother going for them. Instead, break into the blocks between them to reach the exit. If you want to try for the Toki Head, the key is to break all of the blocks between the Head and the exit. This way, you can bounce over to the right once you've got the Head.

STAGE 7-3

There's a ledge of jungle jelly in this stage. The goopy green stuff prevents you from jumping, so you have to walk to the right and fall to the ledge below.

STAGE 7-4 (Bashtar)

Stand at the far left side of the screen and jump into the air to shoot Bashtar's pulsing red heart. You have to destroy Bashtar before he reaches the far left side of the screen!

stage. You can barely see Toki, so jumping from platform to platform is tough (even tougher when you consider that the platforms are of the one-block variety).

STAGE 4-4 (Eyesore)

Move into the middle of the screen and blast Eyesore with diagonal shots. When Eyesore swoops to the opposite side of the screen, jump into the air to avoid him.

STAGE 5-1

Drop down to the first tunnel and walk left until you fall. Hold the controller RIGHT and you drop into the next tunnel down. Walk to the right and fall to collect the Toki Head.

STAGE 5-2

Hot lava flows throughout this stage. Watch out for the tops of the lava waterfalls. The waterfalls themselves don't hurt you.

To get the Star near the beginning of the stage, you have to bounce off one of the Scarabs. Without the Star, it's still possible to get past the Phoenix; it's just more difficult.

When you come to the right side of a lava fall, drop down onto the single-block ledge and crawl to the right to collect the Toki Head. Crawl back to the left to continue making your way through the stage.

STAGE 5-3

There's a nasty Zombie in this stage, next to a 16-ton weight. Jump onto the Zombie's head and you won't be in danger. (The Zombie turns into a skeleton when he dies!)

STAGE 5-4 (Belcher)

Stay on the far left side of the screen and shoot Belcher in the belly as he shoots the letters B-U-R-P at you. When Belcher lashes at you with his hand, leap over it. You should be able to take care of Belcher in no time.

STAGE 8-1

Call this the jelly stage! The jelly slows you down considerably, and prevents you from jumping, but you don't drown in the stuff, and can even swim through it by pressing the Jump button rapidly. If you stop moving in the Jelly, you slowly sink. You need to float downward to collect a few special items during the stage.

When you shoot a spitball, the screen lights up. Keep shooting as rapidly as possible to keep the screen lit up. This strategy applies to stage 8-2 and stage 8-3, too.

STAGE 8-2

This stage has less jelly than the last stage, but there's still some of the green stuff to be dealt with. The path through the stage is obvious, so keep charging ahead!

STAGE 8-3

Watch out for the spikes at the beginning of the stage. You can jump onto the right side of the rightmost spike, duck, and shoot, or blast it from a distance and jump to avoid the fireballs caused when the spike is destroyed. There are a few monsters near the end of the stage that are impossible to shoot. Fall down onto the monsters from above to defeat them and clear a path to the end of the stage.

STAGE 8-4 (Stark)

This is the first of two battles against evil Dr Stark. When Stark materialises, move onto the opposite side of the screen from him and shoot him rapidly with your spitballs. When Stark shoots his fireballs, destroy the fireballs with your spitballs. Jump and shoot to destroy them all. Dodge the stray fireballs that you missed, but be careful they're fast.

STAGE 9-1

This is a short, intense stage. The trickiest portion of the stage is the steep slope. Don't run up the slope or you get hit by spikes burrowing out of the ground. Duck and shoot the spikes with your weapon (the Bouncing spitballs work extremely well).

STAGE 9-2

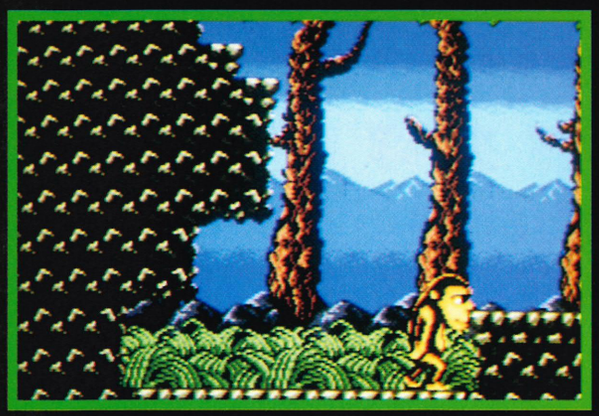
This stage is jump-tastic. You've got to jump from one rolling platform to the next. If you fall, you lose a life. Watch the tracks below the platform you're riding. When the tracks run out, jump and aim to land on the next platform. On a few of the platforms, you have to jump over spike balls as you're moving. This is tough, so be ready for the spike balls!

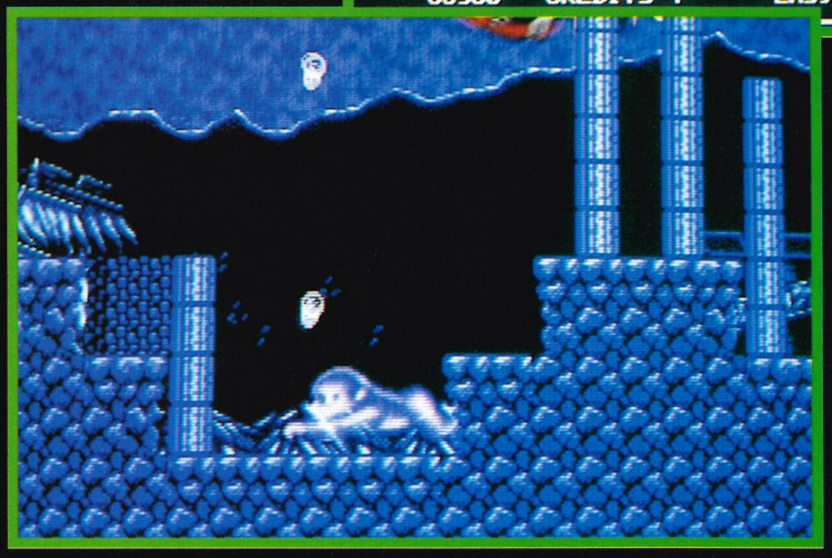
STAGE 9-3

This is the final non-Guard stage. Jabbers, Killroys and Lobots try to stop you from reaching the battle with Stark. Duck underneath the huge spitballs fired by the Killroys. Don't give up now!

STAGE 9-4 (Stark, Membrane)

Use the same strategy against Stark that you did in stage 8-4. It works just as well. When Stark is defeated, you get to take on his most disgusting and deadly creation, the Membrane!





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THE SCENE

Toejam and Earl were cruising the galaxy in their Rapmaster Rocketship when Big Earl decide he wanted to drive. Next thing you know, the Rocketship's crashed into Earth and broken into ten pieces! Time for some serious, er, jammin' and searchin' for the pieces of the ship!

LIVES AND CONTINUES

You have three lives at the start of the game (indicated by the little stars). Each life has a Life Gauge. The Gauge goes down when you're hurt by enemies; it goes up when you eat food or get healed by an Archbishop. If the Gauge goes bust, your soul floats up to Heaven. Every time your rank goes up, your Life Gauge gets a bit longer.

You collect extra lives by reaching certain ranks. You also get another life by opening an Extra Life package.

PLAYERS

Toejam and Earl is playable by one or two gamesters. The game's a lot different with two players, it's more fun too!

SCORING

You're a wiener. Or at least you are at the start of the game! You have to score points to earn higher ranks. There are two ways to score: by opening presents and by uncovering terrain tiles.

What's this terrain tile stuff? Well, there are tons of different levels that you've got to search. Each level has a map, but it's covered with terrain tiles. As you explore each level and fill up the map, the terrain tiles disappear.

You have to find lots of presents during the game. Every time you open one, you get whatever's inside. Sometimes this is good, sometimes this is bad.

Here are the ranks and the points you need to reach them.

Wiener 0 Points
Dufus 40 Points
Poindexter* 100 Points
Peanut 180 Points
Dude 280 Points
Bro* 400 Points
Homey 540 Points
Rapmaster 700 Points
Funklord* 880 Points
(* indicates an extra life awarded)

TOEJA
EARLA

FOOD

You've lost energy and think you can't charge up? Yes you can! Just eat some of the food you find lying around the levels. Toejam and Earl say different things, depending on the type of food they eat.

Great Food "WOW!!"
Good Food "YUMM!"
O.K. Food "NOT BAD"
Kinda Bad Food "ICK"
Bad Food "YUCK!
Terrible Food "GROSS!"

Obviously, Great Food is the best food to eat, while Terrible Food is the worst. There are too many kinds of food to list here, but here's a guideline: if it's junk food, eat it.

FRIENDS

Toejam is a three-footed rapmaster. His Life Gauge is slightly smaller than Earl's, but he walks slightly faster.
Earl is a big-bellied jammer. His Life Gauge is slightly larger than Toejam's, but he walks slightly slower.

You meet up with three people during the game who perform certain services for a price. You've got to cough up some dough!

The Archbishop. Refills your Life Gauge for one Buck.

The Wiseman. Identifies any mystery present in your inventory for two Bucks.

The Opera Singer. Destroys all the enemies on the screen for three Bucks.

ENEMIES

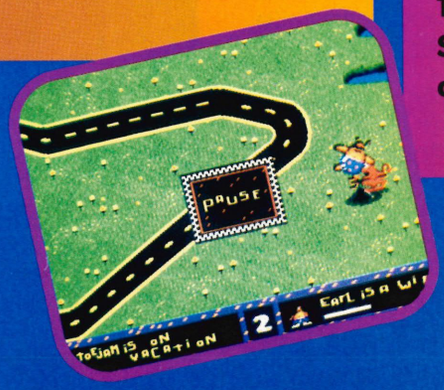
There's a decided lack of coolness on planet Earth. Just about everyone's out to waste Toejam and Earl. Most of the time, you just have to avoid these wieners, but sometimes, you can go on the offensive with weapons.

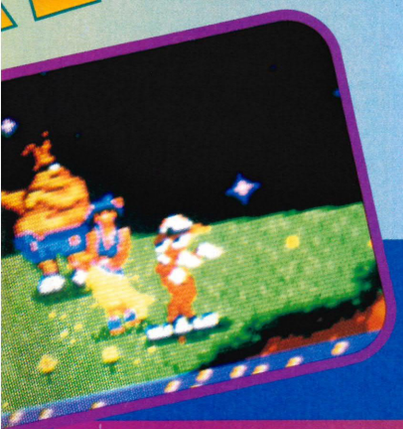
WEAPONS

Toejam and Earl don't have any weapons at the start of the game. They have to find and open certain presents to get them.

SPECIAL ITEMS

The presents are the Special Items. Look at Presents below.





GENERAL TIPS

Play wit a friend and you'll have a disgusting amount of fun.

Don't waste too much time sneaking around. The only time you should sneak is when you need to collect a bunch of presents around a sleeping wiener. At the higher levels, no one is sleeping anyway!

Check the map often. Sometimes, you see an elevator or rocket part on the map, even if you didn't see it on the screen!

You can't be hurt when you're in the elevator. In a two-player game, hide in the elevator while the other guy's out risking his neck!

Bucks
You find Bucks lying around, or by opening a present with Bucks inside. Bring up the Present List to see how many Bucks you have.
Use Bucks to order presents from mailboxes. Walk up to a mailbox and you are asked if you want to Mail Order. Select Yup and you get a choice of three presents. Some mailboxes are actually monsters, so be careful!
You also use Bucks to buy the services of the Archbishop (healing), the Wiseman (present identification), and the Opera Singer (soprano death!).

ENEMIES

There are many fiendish folk after your alien hide. A few of them require special techniques in order to pass them. Here are some of the worst enemies you face:

Bees buzz you incessantly, and they can fly over space, so you can't just run onto a narrow ledge. Get them off the screen or plant a Rosebush.

Bogeyman is almost invisible. You can see his ghostly outline when he's moving toward you. Get away from him!

Chickens walk around and fire tomato cannons in your direction! Keep moving or the tomatoes hit you where you stand.

Cloud People are fast, and zoom in on you. Use Rosebushes or Decoys to get them off your trail.

Cupid flies above you, shooting arrows of love. If you're hit with an arrow, your controls become weird (push LEFT and you walk up, push UP and you walk down, and so on) for a short time. Knock Cupid out of the air with Icarus Wings or Spring Shoes.

Devils sleep a lot. When they wake up, they bounce and hop around. They're easy to get past as long as you're careful.

Ice Cream Trucks drive quickly, and squish you flat!

Lawnmower Man is a heinous guy who chases you down with his gas-guzzling blade on wheels.

Moles are the worst enemies in the game! They burrow through the ground. If they catch you, they shake away some of your presents! Get some water or space between you and the mole.

Sharks infest the water, and they're always hungry. Don't become a snack! Always get in and out of the water quickly.

Tornados come out of the sand to encircle you! If a Tornado grabs you, it moves randomly for a while before dumping you. If it flies into space and stops, you fall. Avoid Tornados by jumping into water or doubling back on them when they get too close.

ONE-PLAYER OR TWO?

Play solo or with a friend. There are lots of things to consider in a two-player game.

It is possible to walk in different directions and split up. The screen is cut in half, with each player getting one half. You explore more territory this way.

You can also stay on the same screen and work together to explore, defeat enemies, and gather presents. When both of you are on the same screen, and one of you opens a present, it affects both of you! You use presents much more efficiently this way.

If Toejam lands on Earl (or vice versa), the landee is flattened, but he doesn't take damage.

On the lower levels, split up to explore more efficiently. On the higher levels, stick together and explore as a team, because the enemies are tougher.

SECRETS

Do you want to win the game? Of course you do! So here are some strategies to use.

When you've opened and identified the most important Action Presents, like the Icarus Wings and the Extra Life, don't bother opening new presents. You may get a Total Bummer, or even worse, the Randomizer, which means that you have to start identifying presents all over again. On the higher levels, this is fatal. If you really want to know what a present is, pay the Wiseman to find out.

On the lower levels, spend your time wandering around, uncovering terrain tiles and scoring points. On the higher levels, just find the rocket part and elevator ASAP. With the speedy enemies on the higher levels, you don't have any time (or Life) to waste!

Avoid your enemies! Stay as far away from them as possible. Even when you have a weapon, don't use it unless you have to.

Don't get close to Mailboxes on the higher levels. The odds are that they're really Mailbox Monsters, which run extremely fast and do lots of damage. Just make do with what you find.

Watch out for the Hula Dancers, too. While Toejam and Earl are distracted by the gyrating hips of the lovely ladies, their enemies walk up and hit them!

Generally speaking, take your time, use your items, and put your ship back together so you can fly back to planet Funkotron for a most triumphant reward sequence!

PRESENTS

You can carry up to 16 presents at once. If you're filled up, and find a better new present, drop a less important one. You can also drop presents and give them to your partner.

Every present is unknown at first. These presents have question marks next to them. After you open a present for the first time, you know what it is from then on.

There's one present that is always unknown. It's called the Mystery Present. It's black with a big yellow question mark on it, and it can be real good or totally bogus. The Wiseman can identify a Mystery Present, but he has to do each one separately.

Whenever a present is opened, something happens. Sometimes it has an instant effect (like Decoy or Food), and sometimes it lasts for a while (Spring Shoes or Rain Cloud). The instant goodies are called Instant Presents, and the lasting ones are Action Presents.

We haven't told you about every Present, so you'll be pleasantly surprised by a few of the things you discover!

ACTION PRESENTS

Icarus Wings
The best item in the game! With these on, you fly over all your enemies and even soar into space! You should save the Wings until they're absolutely necessary.

Innertube
A stylish way to float over water, instead of swimming and running out of air! The A button doesn't do anything with this Action Present.

Rocket Skates
Press the A button to crouch down, and then let go to get airborne! You can't steer the skates when you're in the air, so be careful! If you're out of control, you rocket into space and fall down several levels before you know what's happened.

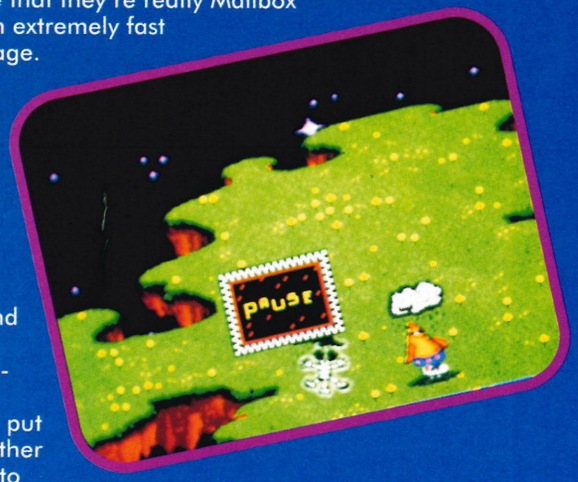
Rosebushes
Plant these into grass and they sprout into thick thorny things that your enemies have to walk around. Be careful that you don't poke yourself on them!

Slingshot
What better way to attack your enemies than by slinging tomatoes at them? A long-range weapon.

Spring Shoes
Use these pumped-up shoes to jump long distances. The longer you hold down the button, the farther you jump.

Super Hitops
Hold down the A button to run almost as fast as Sonic the Hedgehog! Watch out for cliffs though.

Tomatoes
Throw these lovely fruits at your foes.



BOGUS ACTION PRESENTS

Rain Cloud
Dodge these lightning emitting clouds by staying underwater.

Tomato Rain
Watch the shadows of the falling tomatoes to avoid them!

NSTANT PRESENTS

Decoy
An inflatable Toejam or Earl that attracts the attention of nearby enemies until it pops.

Doorway
Makes a door appear near you. Walk into the door and you reappear in a random location on the same level. Don't use the Doorway too close to a cliff, or the door might appear in space!

Extra Buck
One handy Buck.

Extra Life
One more life to live.

Food
An unknown edible. This package is random; sometimes the food is good, sometimes it's bad!

Fudge Sundae
Great Food!

Jackpot
Five Bucks.

Promotion
Kicks you up one rank instantly.

Rootbeer
Not only does this heal you, but it also makes you belch for quite a while. A great way to gross out the other player.

Telephone
This item causes a random number of random terrain tiles to reveal themselves on the map. The squares revealed by are slightly darker than normal until you explore them.

Sometimes, you hear a Telephone ringing during the game. If you manage to find it and pick it up, you're lucky! It appears in a random location, so just look around wherever you can.

Un-Fall
This gets you out of the quicksand, so stock up on these!

BOGUS INSTANT PRESENTS

Randomizer
All of the presents that you have change into different presents, and you won't know what any of them are. You have to start learning what they are all over again!

Total Bummer!
Open this present and you lose a life instantly.

Terrain

There are three types of terrain.

Grass is generic green stuff. You walk across it at a medium speed. It's the only terrain in which you can plant Rosebushes

You walk across sand very slowly, gradually sinking into it, until you touch grass, road, or the other player.

Road is awesome asphalt. You walk faster on Road than on any other terrain. Your enemies don't walk any faster on the Road fortunately.

There are two types of terrain that you don't walk on: Water and Space.

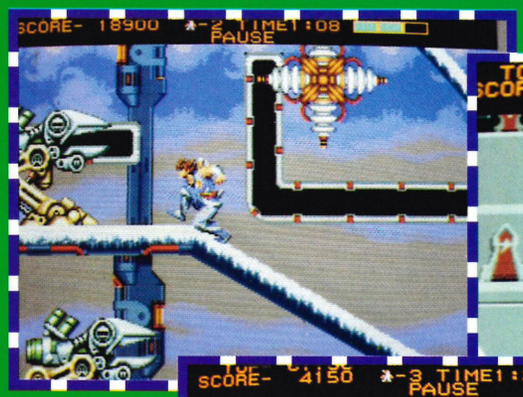
When you jump into the Water, your Life Gauge slowly decreases to show your decreasing supply of air. Get out of before the Life Gauge runs out and you drown!

If you fall off a cliff, you drop into space and plummet down one level.

Sometimes, terrain appears when you walk along the cliffs. These hidden ledges often lead to important items and elevators! If you're stuck on a level, walk along the cliffs and you may cause a hidden ledge to appear.

THE SCENE

Grand Master Meio has come from a faraway galaxy, bringing with him an army of robotic warriors. They have invaded the Earth, leaving destruction and death in their wake. The world as we know it is about to end. On a faraway island, a super-secret band of warriors known as the Striders has decided to act. They've sent out Hiryu, the strongest Strider, to rid the Earth of Meio's armies - and to destroy Meio himself!



STRIDE

SCORING

You score points by slicing and dicing enemies with your Plasma Sword (called the Falchion). You swing the Falchion as rapidly as you can press the button!

LIVES AND CONTINUES

You normally start the game with three lives. On the Option Screen, you can set this to four or five lives.

Your Life Gauge starts out with three blocks. Every time you're damaged, you lose a block. If all the blocks disappear, you lose a life.

If your lives run out, you can continue up to three times. After that, the game is well and truly over (until you hit Start again!).

WEAPONS

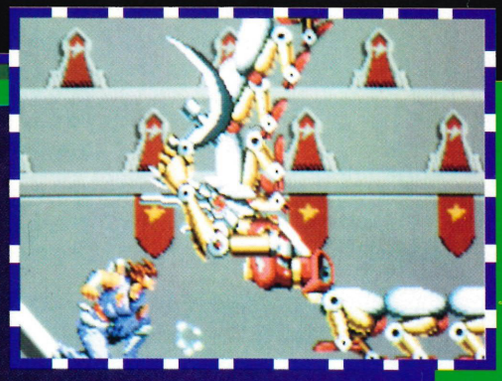
You're armed with the Falchion throughout the game. By slashing open Item Containers, you can find extra help in the form of Robots. There are three robots in the game.

The Dipodal Saucer fires an electric blast every time you slash your Falchion. When you move, the Saucer moves with you, ramming into enemies and destroying them. You can have up to two Saucers helping you.

Picking up a Saucer turns one of the blocks in your Life Gauge from green to red. If you lose that block by being damaged, you also lose the Saucer.

The Terapodal Robo-Panther can be found when two of the blocks in your Life Gauge are red. When you get the Panther, the red blocks turn yellow. The Panther leaps and bounds around the screen for a short time, then turns back into two Saucers.

The Hawk Robot flies above you, destroying the enemies there. It doesn't turn any of the blocks a different color, and it disappears fairly quickly.



SPECIAL ITEMS

Along with Robots, Item Containers have many other helpful devices.

The Block Item (the Chinese symbol for Hi; see the Strider manual) adds color to one block in the Life Gauge.

The Hiryu Item (the Chinese symbol for Hiryu; see the Strider manual) fills up the entire Life Gauge.

The Invincibility Item (an orange Hiryu) makes you untouchable for a limited time.

The Life Gauge Item (the Chinese symbol for Ryu; see the Strider manual) increase the length of the Life Gauge by one block.

The 1-Up Item (a miniature Hiryu) gives you an extra life.

The Points Item gives you 200 or 400 points.

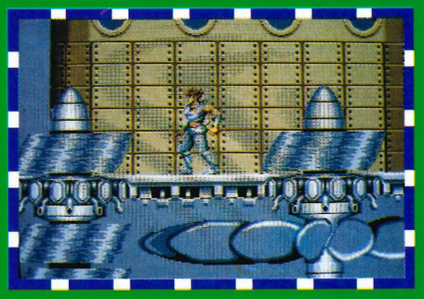
The Sword Item (a small Falchion) increases the length of the Falchion for a limited time.

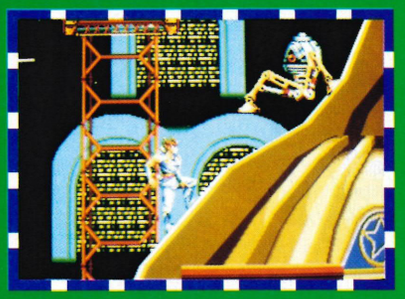
GENERAL TIPS

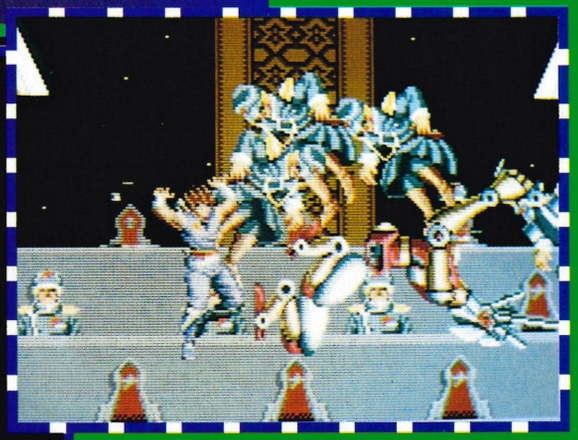
If you have Sega's Arcade Power Stick, turn on the Mega Fire for button B and you slash the Falchion at the speed of light (well, pretty darn close to it, anyway). The faster you can hit your enemies, the better.

Remember that you can grab onto just about anything. Hiryu is one athletic dude, so don't be afraid to try some outrageous jumps. The chances are good that you'll pull them off.

Our guide to Strider uses the Normal mode of difficulty. In the Easy mode, the game is practically a pushover. Play in the Normal mode for a true challenge.







ENEMIES

You fight through five rounds in the game. Each one has a Boss to kill before you can advance!

Urobolos is the Boss of Round One. This metallic snake slices you with its sickle.

The Captain is the Boss of Round Two. Not only do you have to slash him, but his companions, who practice deadly Kuniang martial arts!

Captain Beard is the Boss of Round Three. Jump onto his Shuttle and slash him before he whips you!

Lago is the Boss of Round Four. Watch out for Lago's sharp spear attack!

Grand Master Meio is the Boss of Round Five. Beat him and you've saved the Earth!

ROUND ONE: KAZAFU

As soon as you drop from your glider, start moving to the right. Use the Falchion to slash through the Russian Soldiers (the tall green guys) and the Scoundrels (the short guys in weird hats).

When you reach the end of the ledge, leap to the right. You flip with the grace of an Olympic gymnast and land safely on a girder. Nice! Keep going to the right until you reach a wall.

Leap onto the girder that the Soldier is perched on. Move to the left side of the girder and wait until the Soldier walks to the right. Then clamber onto the girder and slice the Soldier from behind.

Run up the incline, slashing as you go to destroy the gun emplacements. Climb up to the top of the hill, slash the Scoundrel, and run down the right side of the hill past more guns. Wait near the spikes until they raise up, then run or slide past them.

Leap to the ground and walk to the right until you meet Strobaya! This buffed dude is pretty wimpy. Jump into the air and slash him off his perch, then stand on the ground and slice him some more. He eventually blows up!

Stand underneath the ledge that Stroby was on and wait until fireballs fall on both sides of you. Leap up to the ledge, and move upward until you reach a ledge that goes all the way across the screen.

Run to the right and you hear an approaching Walker. This Robot fires a mean laser beam. Stand on one of the platforms above the slope to slash the Walker safely.

The highest platform on the slope has a Container with a Block Item. Get the Item, then jump right and run up and over the hill. A flock of Mosquemen appear when you reach the top of the hill. You can attack them or run past.

At the bottom of the hill, move to the left. A secret room opens up. Walk into the room and squat between the two gray areas on the ground. Face to the left and start slashing.the Novo as it emerges from the floor! The lines on the Novo begins to disappear as you do damage. When the last line disappears, the Novo explodes!

Fall down the open chute to your right. Face left and slash as you fall to destroy a machine-gunner. Walk to the left, down the stairs. Move directly underneath the Container. Jump up to the ledge and pop open the Container for a Sword Item.

Now walk to the right, down the second set of stairs. Slash the single guard as you walk through the tunnel. You enter a meeting room filled with delegates. They aren't talking politics, though; they're talking about destroying you!

The delegates jump into the air and form into Urobolos! Slash Urobolos in the head as fast as you can. Urobolos' sickle hits you as it moves to the left, but keep slashing. If you're fast enough, Urobolos only hits you once before you blow it up!

ROUND TWO: SIBERIA

Run to the right. Slash the attacking Siberian Wolves to avoid being torn limb from limb (blech!). When you reach a ledge with a Container, open it up for a Sword Item.

Move to the right until you spot an entrance. Slide through the entrance. If you're fast enough, you get past the entrance before the door closes. If you don't make it, slash the door until it blows up and then slide before another door comes down.

This big ape is the Mecha Pon! Get in close and slash him. When he explodes, jump onto the roof and start climbing up before shrapnel from the Mecha Pon hits you and does damage.

Creepers attack you in the next shaft, but destroying them is easy. Use the Falchion when the Creeper is directly above you and you destroy it! Stay on the left side of the shaft and destroy three Creepers this way.

At the top of the shaft is an area with large rotating ledges. Move to the left and get onto the tilting ledge. Wait for a smooth ledge to appear on the left, then leap onto the red stairs from below. Don't jump when a spiky ledge appears, or you get hurt!

To beat this assassin, move to the right, then the left. When the Robot flies down to attack you, jump and slash, or slide. A few attacks destroy him.

Now run to the right, down the hill, and keep running! Don't stop for a moment, or the bombs blow you away. At the bottom of the hill, jump off the edge of the cliff and you safely land on a steep slope.

Walk to the right, hacking the attacking Wolves. Get the Points in the Container, then jump onto the ledge above you. Walk to the left. When it goes dark, watch out for the electric beams! Stay away from the generators or you get zapped!

Walk slowly at the top of the hill and slash to destroy the Droid. Walk past him to the left and you spot a Container underneath a generator. Slash it open for a 1-Up! Grab it before (or just after) the generators go off.

Leap up to the next ledge and slash the Droid there, then move to the right.

The third Shuttle takes you below a huge propeller. Jump onto the ledge to the right of the prop, then move to the left and leap over the two spinning parts. You land on a tilting platform. Jump straight up off the tilter and grab onto the ledge above you.

Climb to the right and slash the cannon while hanging on the ledge. Then swing up onto the ledge, leap to the right, and slide to the right until you reach a control room. Bust through the door and kill the Captain! Then face to the left, safely inside the control room, and slash the attacking thugs. Dust all the thugs to finish the round.

SECRETS

Defeating Meio

Leap up the ledges until you're standing on the second ledge from the top. Slash rapidly at Meio. Turn to face him as he moves back and forth. He does damage, but not enough to prevent you from destroying him and winning the game!

Hidden Panda Bear

In Round Three, fall into the "guts" of the Ballog (just past the huge cannon) and keep moving to the left side. You find several ledges with bombs on them. Slash the bombs. On the highest ledge, when you slash away the bombs, a panda bear appears! It doesn't add to your score or give you anything important; it's just an dumbo thing for you to find.

ROUND THREE: BALLOG

Walk to the right and slash the laser cannons. You reach a HUGE laser cannon on your right. Slide underneath the cannon and slash the panel to blow up the cannon.

Drop down into the "guts" of the Ballog. Ride the platforms if you want to, or climb along the walls. Watch out for armed Soldiers and laser cannons. Drop as low as you can get, then walk to the right until you reach a narrow shaft.

Fall down the right side of the shaft to land on a thin ledge. Open the Container for Points, then jump to the right to clamp onto the bottom of the Ballog.

Move to the right and you end up back inside the Ballog next to a Container. Slash it open and grab the Invincibility Item! Move up the ledges and walls before the Item wears off and swing onto the ledge with the Droid.

The wall to your left starts moving at you; keep walking to the right and slash the approaching Droids. When another wall appears on the right, jump onto the left wall and start climbing up. The walls start to close in on you!

When the walls are very close, leap back and forth between them to speed your ascent. With skill (and luck), you leap out of the walls just before they smash together. Close one!

Run to the right before the Droid above you jumps off the Shuttle and attacks. Fall down into the shaft. Leap over to get the Container, but watch out for the device next to it - it throws you off the ship!

Drop all the way down the shaft and slash open the door. Walk to the right, down the tunnel. Leap onto the roof to slash the cannons, and hit the ground to get the Soldiers. Keep walking until you pass through a narrow tunnel. You start walking on the roof!

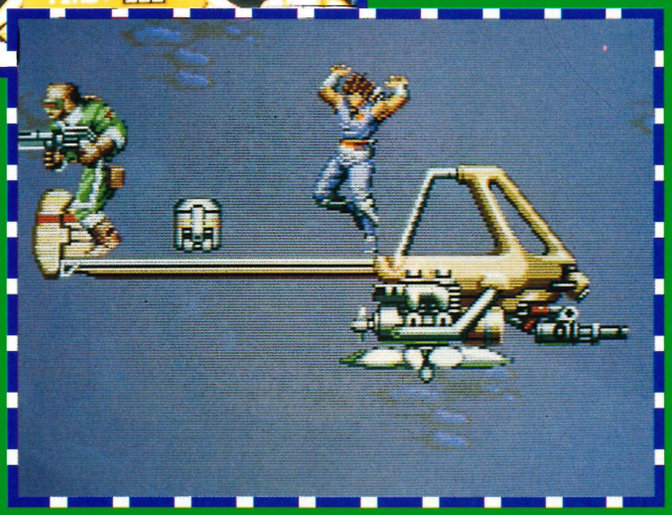
Walk into the next tunnel section. Remember that when you jump up, you're really jumping down. Hurry through this section to enter another narrow tunnel and return to normal gravity!

Walk to the right and use the Falchion to clear a path through the small metallic bombs. Walk to the right and then climb down the shaft to enter a huge spherical room. This is an Antigravity Robot!

To destroy the Robot, jump at it and let yourself be pulled into orbit around it. Now slash it rapidly as you spin around, turning constantly to face it.

When the Robot blows, drop down the hole in the bottom of the room, then climb to the right as fast as you can, racing ahead of the fire engulfing the Ballog. Keep going until you spot enemies above you.

Swing up and slice the enemies, then jump onto the Shuttle with Captain Beard aboard. A few tastes of the Falchion take him down!



ROUND FIVE: THE THIRD MOON

Slash the Droid and walk to the right. Jump onto the satellite dishes. Be sure to Falchionize the Walker on the middle dish. Then leap to the right and destroy a second Droid. Walk right to enter a new area.

Run to the right, through the machine-gun fire, and leap onto the ledge with the gunner. Slash him silly, then use the white vines to leap onto the satellite dish.

Slash the air behind the top of the dish to reveal a Container with a 1-Up! Jump to the left to get the item and fall downward. Then move over to the right and slash through the Droid guarding the entrance to the next area.

Walk to the right until you flip upside-down! Ride to the right on the metallic spike, then jump to grab onto the wall. Fall up and destroy the Walker, then move right.

To get through this section, move past the three closely grouped spikes at the bottom of the screen, then leap to the bottom. Stay between the spikes and slash approaching attackers. Move to the right when the spikes recede.

Eventually, you reach a shaft leading down. Climb into the shaft to fight another Antigravity Unit! Before you attack the Unit, climb to the bottom of the area and destroy the two Walkers there, then attack and destroy the Unit.

When the Unit blows, fall down the right side of the shaft. If you don't practically hug the wall, you miss the tiny ledge and fall to your death. Walk to the right and you have to destroy another Novo! Squat and slash until it's history.

Walk to the right and get ready to face a rogue's gallery of enemies. First, destroy the two Droids. Then destroy the assassin Robot that you first saw back in Siberia. Move to the right and you're surrounded by a dinosaur and a Mecha Pon! Move to the right, slashing the Pon until it explodes.

The final opponent is Lago. Stay to Lago's left! Don't try to fight him from behind. With the Sword Item, you should be able to leap and slash his head while staying out of his claw's range. Without the Sword Item, you'll probably die. If you die, run to the right when your next life begins to find a Container with a Sword Item inside.

When Lago goes down, Urobolos appears, but he won't attack you. Instead, jump on his back and let him give you a ride to the next area. Try to stay on the highest part of Urobolos at all times, jumping up as he moves upward.

Wait until Urobolos starts slithering up and right. When you spot two ledges on the right, start slashing his head, because now Urobolos can hurt you—and you can hurt him! If you time it right, you destroy him at the same time you arrive at the two ledges.

Jump straight up the ledges and you meet up with the man himself, Grand Master Meio! See The Secrets for help, or take him on alone. Good luck, Hiryu!

ROUND FOUR: THE AMAZON

Run down the steep slope, slicing open the Container at the bottom for a Saucer. Then move slowly up the right slope. Take a step onto the slope above the water, then run back to the left before the slope collapses! When the slope is gone, leap to the right and grab onto the wall. Climb up the wall, then move to the right. Jump onto a ledge with green vines on both sides. Wait there for Mosquemen carrying Item Containers. Slash each Mosqueman and collect its cargo, then wait for the next. Keep gathering goodies until you get an Invincibility Item.

Jump to the right, climb up a level, then jump to the left. Move quickly to take advantage of your invincibility. Along the way, you see your first Amazons. Slash through them with the Falchion.

Continue ascending up and to the right until you enter the next area of the jungle. Pause at the left side of the steep slope and a huge boulder rolls onto the slope! Follow the boulder down the slope and leap to the right when you spot a green vine. Climb the vine and walk to the right to enter the next area.

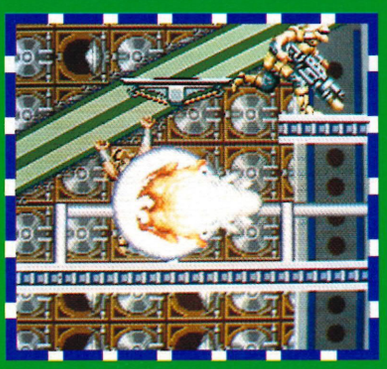
Fall to the ground and walk to the left edge of the screen. There should be a Container here; open it for Invincibility. Now run to the right. Don't worry about the piranha or Triceratops-riding Amazons.

When you spot the huge blue tail of the Brontosaurus, leap aboard. Walk to the right until you're perched on the Bronto's head! Wait until the Bronto stops moving, then leap to the right and you land on the tail of another Bronto!

Walk to the right and leap onto the ledge when you spot it. The Bronto disappears, and Lago arrives! If you're on the ledge, beating him is very easy. Just climb onto the vine and slash Lago's head.

If you're on the ground, or have fallen off the ledge, walk to the right and onto the vine on the ground. Use this to leap up to the higher vine, where you can more easily fight Lago.

After a few hits to the head, Lago is beaten, but he doesn't explode; the level just suddenly ends!



ARNOLD PALMER TOURNAMENT GOLF

THE SCENE

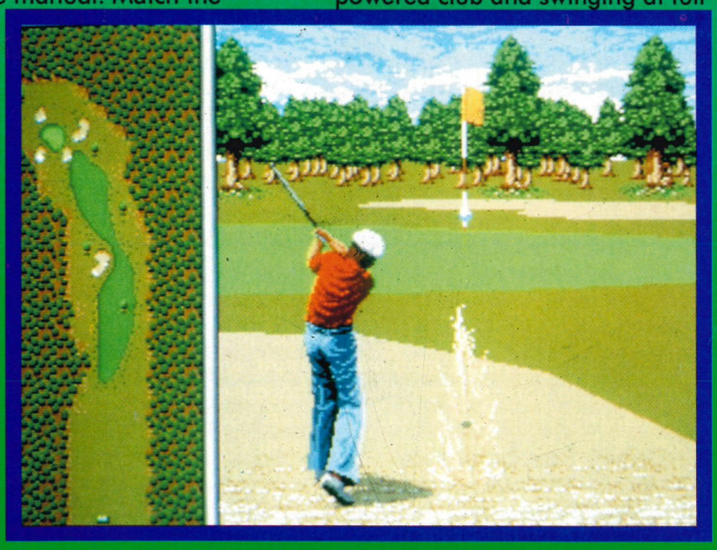
Arnold Palmer is the living legend of golf. With his amazing skills, Palmer attracts huge crowds at every tournament he enters. The crowds are nicknamed "Arnie's Army." Now you can assemble your own army by entering the World Pro Golf Tour and trying to become the best golf player in the world!

GENERAL TIPS

Most of the time, you're facing directly at the pin when you tee off. This is not usually what you want to be doing. Often, if you shoot the ball straight at the pin from the tee, you end up in the rough. Carefully examine the overhead layout of each hole on the left side of the screen, then aim your shot accordingly.

ON THE FAIRWAY

The basic procedure to use for each shot is simple. First, determine the yardage to the hole. Then look at the club yardage chart in the back of the manual. Match the yardages to determine the best club for the situation. It's better to choose an overpowered club and swing at less than full power as opposed to choosing an underpowered club and swinging at full power.



Don't ever adjust your golfer's stance. Just use the aiming arrow to determine the direction of the shot. Adjusting the stance puts too many aiming factors into use, and you don't need to make your shots any more confusing then they have to be.

PUTTING

The arrows on the green show the sloping direction of the green. The slopes are usually pretty mild, so don't aim at all unless the putt is quite a distance from the hole.

Never get overconfident on the green! Even professional golfers can casually walk up to a one-yard putt, swipe at the ball, and blow it! Concentrate on each and every putt until you've holed out.

SECRETS:

Hidden Game
If you take 100 strokes on any one hole, the words GAME OVER will appear on the screen. Press Up twice, Down twice, Left, Right, Left, Right, B and A and you're warped into a mini-version of Fantasy Zone! Use B and C to fire at the attackers.

Tournament Password
Go to the password screen. Enter lowercase Fs on the top row of the password, and enter 9s on the bottom row of the password. This enters you into a tournament with an old man for a caddy!

LAKERS VS CELTICS/BULLS VS LAKERS

THE SCENE

Throughout the 1980s, the Los Angeles Lakers and the Chicago Bulls had the greatest rivalry in all of professional sports. Now you can relive all the excitement of their encounters, or pit them against other explosive NBA franchises like the Detroit Pistons. Take the court and show your stuff!

GENERAL TIPS

OFFENCE

This game is heavily biased toward offensive play. If you score 150 points in a game, you're probably the losing team! You've got to learn to score on almost every possession if you want to walk away the winner.

The best scoring strategy in this game is to drive into the paint and go for the bucket! Whenever one of your players gets into the lane, hold down the A button and he almost always dunk or lay up the ball. The only danger in doing this is that you sometimes draw the charge by running into a defensive player as you jump up to stuff the ball. Try to get behind the defensive coverage before you dunk.

Keep in mind that the players on each team play just like they do in real life. Larry Bird can shoot the ball from anywhere on the court, while Michael Jordan can slam and jam untouched if he gets into the lane. Don't try to make your players do things they can't do.

RTS
MES

JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING

THE SCENE

Become a big 'n' beefy fighter as you step into Buster's shoes and defend the title against the biggest, baddest boxers in the ranks.

GENERAL TIPS

SECRETS

Sound Test

Press Start on Controller 1, then choose a one or two-player game. Hold down C and Start on Controller 2, then press Start on Controller 1.

MOVING UP THE RANKS

During the defence matches, you should be able to breeze through your opponents. They walk right into your jabs and straight punches. Just drive them back into the ropes and unleash a flurry of blows. Most of your opponents go down and out in the first round!

DEFENDING THE TITLE

Once you win the title belt, your opponents get tougher. Now you have to use your power punches - the hook and the uppercut. To use them, get in close by crouching, then stand up and punch. If you try to walk into your opponent, he knocks you back with straight punches and jabs. If you can get your opponent onto the ropes, the slow uppercut is your best chance to get a quick KO.

Secret Opponent

If you win four matches to gain the heavyweight belt, and then win four defence matches, you take on a secret opponent. His name is Iron Head, and he's tougher than anyone you've fought before! Good luck—you need it!

DEFENCE

Defence is almost impossible in this game. Blocks are VERY rare, and if a player wants to drive to the basket, he probably will. Your best defensive weapon in this game is the steal. Use the C button to go after the ball.

Rebounding is another difficult skill. When you're near the ball, press the A button to pick it up (or jump for it). Don't get frustrated if the other team seems to get the rebounds you can't. Remember, this game is biased to benefit the offence.

Since the computer plays such fantastic defence against you, let it play great D against itself, too! Instead of switching from man to man and trying to steal the ball, limit yourself to one player and cover your man. Let the computer do the rest.

JOE MONTANA FOOTBALL

THE SCENE

Joe Montana has led the San Francisco 49ers to an amazing four Super Bowl victories, and now he brings his winning touch to the Megadrive. You can become Joe and take the helm of the Niners, or go with a lesser team. It's going to be a long road to the Sega Bowl!

GENERAL TIPS

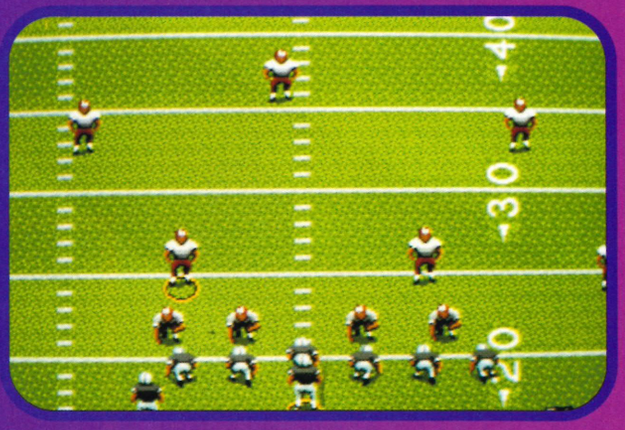
OFFENCE

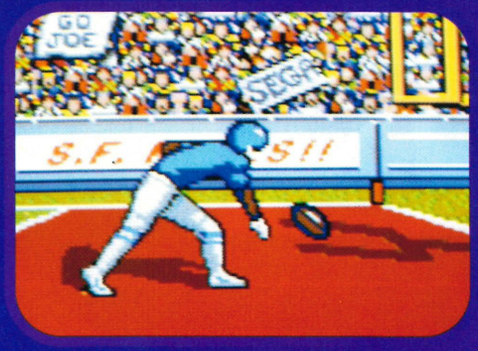
Throw the bomb! The computer opponent can be burned constantly for big yardage. We had great success with the Shotgun formation and the Deep Pass play. In fact, running plays should only be used when you need a few yards for a first down or touchdown.

DEFENCE

On normal defence, use the Nickel formation and Double Team play. This gives you control of the quick left cornerback. Move up to the line of scrimmage. When the ball is hiked, blitz in through the middle of the line and press B to hold your player's hands into the air. You can often deflect the pass or get a quarterback sack.

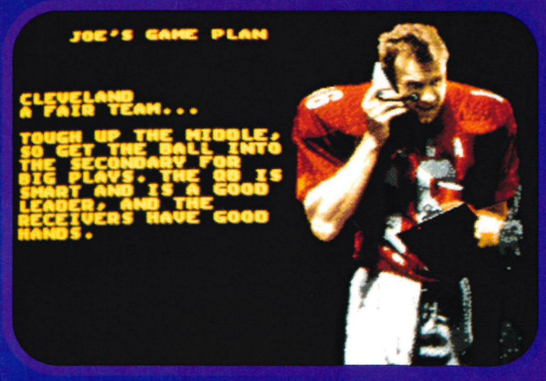
On punt defence, gain control of the player in the middle of the line of scrimmage (known as the nose tackle). Move him slightly to the right, so that his blocker misses him. When the ball is hiked, run through the middle and hold down B to put your hands into the air to block the punt. Make sure to line up vertically with the punter.

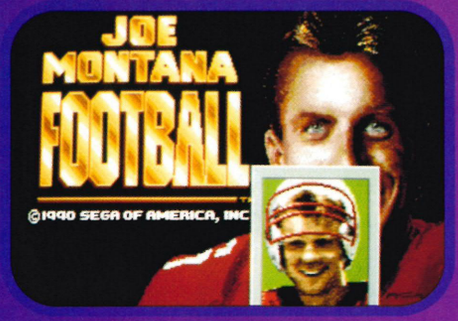




KICKING

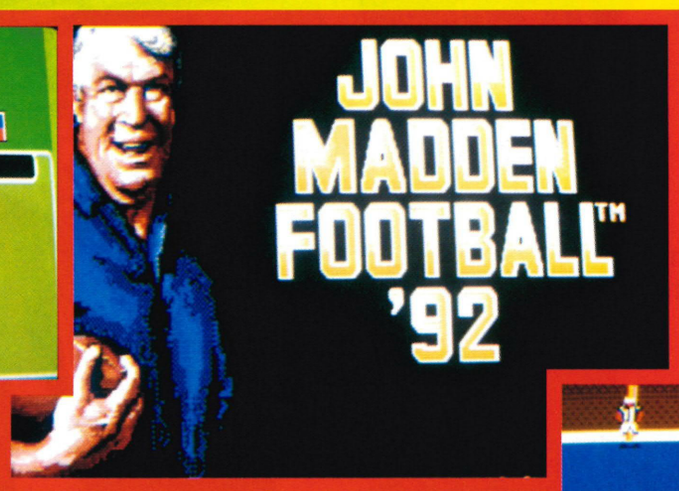
There aren't any real tricks for this. Just be sure to get the ball away fairly quickly when you're punting. The computer is good at scampering into the backfield and blocking punts.





THE SEGA BOWL

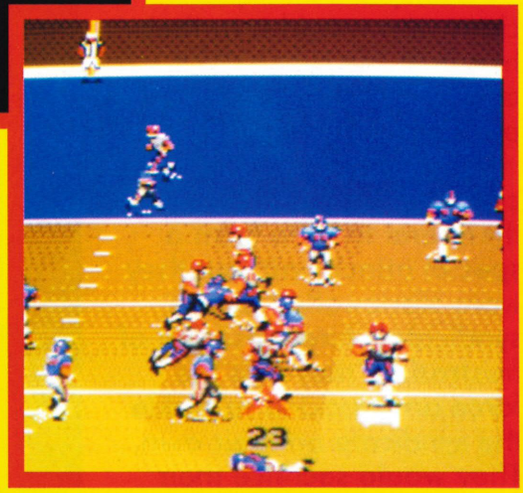
In the Sega Bowl, the computer opponent is almost unstoppable on offence. Your tacklers bounce off the computer's men like rubber balls. The best strategy is to outscore the computer while running down the clock. The ideal situation is to take the lead without enough time for the computer to move down the field and score again. Good luck!



JOHN MADDEN FOOTBALL

THE SCENE

John Madden coached the Oakland Raiders all the way to the Super Bowl, then became the best-known football analyst on TV. Now he's lent his expertise to the best American football game ever seen. Become the coach of one of 16 different teams, all fighting to become the World Champion!



GENERAL TIPS

OFFENCE

Every team has its own good and bad plays, depending on the team you're playing with. There is one very dependable play that works with every team, the Cross Pass. Choose Normal, Pro-Set and then Cross Pass. Hike the ball and throw to the C receiver. He runs deep down the right side of the field. When he gets the ball, start running up the sideline. With a speedy receiver, you should be able to score a touchdown about 75% of the time with this play. Combine this play with the "keep the ball" kick-off trick and the mega-cool defence below and you'll be a scoring juggernaut. Our highest score is 277 to 0 (All-Madden vs. Pittsburgh).

KICKING

Kickoffs: Here's how to keep the ball when kicking off. First, make sure the cursor is on the kicker. Then press C rapidly so the power meter of the kick is very low. Finally, press A rapidly so that when the kicker kicks the ball, he immediately leaps for it. If you succeed, the screen says "Kicking Team Recovers!" and you get the ball near the 50-yard line! This trick doesn't work on '92 or '93 versions of the game.

Extra Points: Don't worry about the power level, just kick the ball as soon as possible. If you wait for the kick power to increase, the kick will often be blocked.

Field Goals: If you can't see the goalposts on the screen, use the marks in the middle of the field to aim the kick.

DEFENCE

Once again, every team has good and bad defences, depending on the skills of the players. The defence we use works best with teams that have a speedy left cornerback: Atlanta, Buffalo, Kansas City, Los Angeles, Philadelphia, Pittsburgh, and San Francisco. Choose the Dime, Cover, and CB Blitz. When your opponent breaks out of the huddle, press B once to switch control to the left cornerback. Move him right up to the line of scrimmage. When the ball is hiked, blitz into the backfield and sack the quarterback! Using this single play continuously, we were able to achieve five safeties and twenty sacks in a single half!

STREETS OF RAGE

THE SCENE

Once, the city was a nice place to live. People were happy, life was good. Then the crime syndicate came to town. They stuffed money into the pockets of politicians who would turn their heads to the syndicate's activity. They killed the politicians who wouldn't.

Three young police officers saw the crime around them and tried to form a special attack unit, but they were stonewalled by the syndicate's hirelings. Out of frustration, they quit the force and decided to tackle the syndicate on their own. They would sacrifice their lives if they had to - on the Streets of Rage!

PLAYERS

Streets of Rage can be played by one or two players. You can choose from one of three characters. Each character has his or her own strengths and weaknesses.

Character	Power	Jump	Speed
Adam Hunter	A	A	B
Axel Stone	A	B	A
Blaze Fielding	B	A	A

If you begin a one-player game, a second player can jump into the action at any time (except for Round 8). The player doesn't get to choose his character, but which character he gets depends on which character the first one is.

Player 1 Is	Player 2 Is
Adam Hunter	Blaze Fielding
Axel Stone	Adam Hunter
Blaze Fielding	Axel Stone

SCORING

There are tons of ways to score points in the game.

Clear Bonus: 20,000 points for completing a Round.

Enemies: The amount of points varies with each type of enemy, but the tougher he or she is, the more points you score.

Level Bonus: 0 points (Easy), 10,000 points (Normal), 20,000 points (Hard), or 30,000 points (Hardest).

Remaining Player Bonus: If you complete the game, you get anywhere from 1,000 to 4,000 points (depending on the difficulty level) for every life you have left.

Time Bonus: 100 points for every second left on the timer.

LIVES AND CONTINUES

You normally start the game with three lives. You can change this to one, five or even seven lives on the Option Screen. Each life has the requisite Life Gauge that shrinks slowly as you're hit by attacking foes. If the Gauge runs out, you lose a life.

If you run out of lives, you can continue. You've got three continues; after that, you have to start over from the beginning of the game.

GENERAL TIPS

This is one of the few fighting games where you can win equally well with any of the characters. Adam and Axel can both get you all the way through the game pretty easily. Only Blaze takes some expertise to win with, since she doesn't have the power of the two guys.

If you're playing a two-player game, remember that you can hurt each other. If you want, you can stage an impromptu duel by wasting all the enemies at the start of Round 1, and then going after each other's throats. If you want to win at the game, though, cooperate. Each player should take one side of the screen, watching the other guy's back as you advance through the game.

Hang on to your Special Attack until you reach the Boss of each Round. Until then, you should be able to thrash your way through just about anything without needing extra help.

You can do well using most of the attacks, but don't spend too much time using the soften-up moves. Grab your enemies and use the power moves like the Shoulder Throw or the Backdrop to really knock them out. On the other hand, if you're surrounded by foes, use your jump kicks to hit more than one guy at a time.

SPECIAL ITEMS

You find Special Items inside objects that you pass during each Round. Hit these objects to break them open and reveal the Items.

The Apple recharges a bit of the Life Gauge.

Beef fully restores the Life Gauge.

The Cash Bag is worth 1,000 points.

The Gold Bars are worth 5,000 points!

The 1-UP is an extra life!

The Special gives you one more Special Attack to use.

Friends

Besides the Special Attack cop, the three-some of Adam, Axel and Blaze are on their own. But that's the way they knew it would be!

WEAPONS

The deadliest weapons in your inventory are your fists and feet. Adam, Axel and Blaze each have a devastating array of manoeuvres and attacks. When two players are tackling the game, they can even co-operate to attack together! The manual included with Streets of Rage details all the manoeuvres.

You can find five different weapons along the Streets of Rage, either hidden in an object or being used by a hood. Knock the hood senseless to get his weapon, and use it by pressing the Attack button.

The Baseball Bat proves handy for knocking out pesky enemies.

The Bottle is a jagged glass weapon with cutting-edge effectiveness.

The Knife is a great close-range weapon that wipes out most enemies with one stab.

The Lead Pipe is the biggest, baddest weapon. It can destroy groups of objects or crush groups of foes with one swing.

The Pepper Shaker causes an enemy to sneeze uncontrollably while you wallop them!

Finally, you can count on the help of one good cop who delivers the Special Attack - either a Napalm blast or Rocket-Powered Grenades, depending on the player who pressed the button. This attack wipes out every enemy instantly, except for Bosses.

ENEMIES

The Syndicate Boss has assembled the best mercenaries that money can buy. Each Round is teeming with baddies standing in your way. They don't have names, so we'll give them names during the Strategy Session.

ROUND ONE: CITY STREET

Your first opponent is the pesky common Thug, a red-haired guy with cut-off sleeves. Thugs go down with a few punches and a Backdrop or Shoulder Throw, so have at them!

Opponent number two is the Punk, with a spiky pink hairdo and a yellow outfit. Punks like to get in close and throw you, so make sure you hit them from long range.

Halfway through the level, you come to a telephone booth. Attack the booth to reveal an Apple. Not bad. The next booth is hiding a Bottle. Better! Grab the Bottle and smash it over the head of the attacking Thugs.

The Bottle's nothing compared to the next weapon, the Lead Pipe! If you're good enough, you should be able to hold onto this weapon throughout the rest of the Round.

After finding the Lead Pipe, the Martial Artist will find you! This guy attacks with a devastating jump kick, but if you get in close, you can waste him easily. Attack him before you go after the wimpier Thugs.

A green door raises up later in the Round to reveal your latest opponent, the Whipette. She's dressed to kill - and her whip is pretty deadly too! When you knock down a Whipette, she stays on the ground a moment before getting up. Don't get too close, or she may spring up and attack you off guard.

At the end of the Round, you'll face off against the Boomerang Boss. If you've got the Lead Pipe, defeating him couldn't be simpler. Just stay in the middle of the screen, at the top. When the Boomerang Boss walks into the upper-left or upper-right corner of the screen, nail him with the Pipe.

Without the Pipe, it's still pretty easy to win. Just get close and smack him, then use one of your power moves.

You could use the Special Attack against this Boss, but before you do, read on. At first, each Boss' Life Gauge is a particular colour. As you get in your first few hits, the Gauge changes colours, and then starts shrinking. If you use the Special Attack before the Life Gauge has begun to shrink, it won't do any damage, just change the colour of the Gauge.

ROUND TWO: INNER CITY

Bust open the barrels at the start of the Round to find a Pepper Shaker, handy for spraying into the face of an attacker. Remember that the Shaker can only be used once.

The Thugs in this Round start attacking you with knives that they throw from long range or stab with close up. Knock the Knife out of a Thug's hand and then stab him with it. You find the Knife most effective against your enemies.

In the middle of the level, you'll find a 1-UP underneath a barrel and a Lead Pipe in the hands of a Thug. Get them both!

A while after getting the Lead Pipe, get ready for the Juggler! This pyromaniac juggles flaming torches that he throws at you. The torches prevent you from punching or grabbing. Instead, use your jump attack to knock through the torches and make contact with the Juggler's face! Later on in this Round, axe-juggling Jugglers make an appearance. Use the same attack technique.

The end of the Round features a truly nasty Boss! Slasher wears two iron claws on his hands, and slices you to shreds when you get too close.

The best way to take out Slasher is to approach him while staying directly above or below him. If you try to approach from the side, he slashes you. Once you get close enough to grab him, soften him up and then go for a power move. Don't take too long or the knife-wielding Thugs get you.

ROUND THREE: BEACH FRONT

Right at the start, you find a Bat underneath the pile of tires. You should be able to beat off all of your attackers until you reach the Thug with the lead pipe. At this point, trade up to the meaner, harder weapon.

You see lots of action against the Thugs, Punks and other enemies, but nothing tricky. Make sure to bust open the tire stacks along the way to collect Beef.

The Boss of the level is a pumped-up dude who runs across the screen like a shot, attempting to ram you. To deflate Mr. Massive, approach him vertically and grab him, then give him the old Backdrop. Move up or down afterward so that he won't ram you. Repeat the grab-and-drop until he's a goner.

ROUND FOUR: BRIDGE

This bridge isn't completely built, as you find out pretty soon into the action. There are gaping holes at several points. Use them to your advantage by throwing enemies into them. Hit the signs near the holes to get Special Items.

Old enemies take on new colours in this Round. The Punks get yellow hair and purple outfits; the Whipettes are decked out in jet black. They're the same enemies with new looks, so use the old methods of beating them.

The end Boss is a fire-breathing fatso who runs incredibly fast for his size! The way to take out this guy is to stay above him (not below, or you get fried) and move at him when he starts to run. Grab him from behind and then Vault over him with one press of the Jump button. Hit the Attack button repeatedly to do damage. Don't try the Backdrop, because he's too fat, and you get squashed under his lard!

ROUND FIVE: ABOARD SHIP

In this round, smash open the vents. You get the usual assortment of weapons and Special Items, which you need more than ever during this round.

Your enemies attack in much greater numbers. This is the first time where you may want to use the Special Attack if things get too hairy. You find another Special Attack later on in the Round, so you'll be ready when you reach the Boss.

Start using your jump kick a lot more, since it can take out multiple enemies. The jump kick works better with Adam or Blaze, but Axel can still kick some butt with his knee smash.

You encounter a mid-level Boss in this round: the Muscleman from Round 3! Defeat him the same way you did last time.

Martial Artists jump onto the Ship in droves after the mid-level Boss. This is another situation where jump kicks and the Special Attack come into play.

The Boss is actually two Bosses: female martial artists! Their jump kicks are mean, but their harshest attack is a Backdrop all their own.

Keep moving! Don't stand still for a moment. When one of the girls jumps over you, turn and punch her as she lands, before she can turn around to attack. These sucker punches work best with a faster character.

Another approach is to constantly jump kick, hoping that the girls will jump into the path of your oncoming foot (or knee if you're Axel). This works sometimes, but can also end up with you getting worked over seriously. Use caution - and use your Special Attack when the girls are weak!

ROUND SEVEN: FREIGHT ELEVATOR

There's a fantastic trick to use on this Round, if you've got the speed for it (along with a little luck). Move against the left side of the screen and punch as fast as you can. When the elevator comes to a stop, the enemies that normally pour out of the elevator door are met by your fists!

Sometimes, a few of the enemies can't be hit until you move away from the door. Then they come out, where you can thrash them and then throw them to the right, over the elevator wall! Use the throw against the enemies that attack from above as well.

This is the last Round where a friend can join you, so if someone else is going to play, have them start playing now! You can use the help! When the elevator reaches the top floor, you enter...

ROUND EIGHT: SYNDICATE HEADQUARTERS

Since the Headquarters is indoors, you can't use the Special Attack during this Round. Too bad! What's worse, if you're playing by yourself, another guy can't jump in and help you!

The Syndicate Boss lives a life of luxury. The floor is covered with serving trays and rolling tray tables. The stationary tables can be busted open for Items, but the rolling ones should be avoided, because they run you down!

There are lots of mid-level Bosses to fight through. The first one is the Boomerang Boss from Round 1. He's still a total wimp, thankfully. The second encounter is with a Slasher. Evil dude number three is the Muscleman. And the fourth blast from the past is the Flamethrower.

If you manage to fight your way to the door of the inner sanctum, you have to get past the two martial artists from the Ship in Round 5. The girls are the toughest challenge of the entire Round! Their skills have improved considerably. Defeat them both and you enter the inner sanctum of the Syndicate Boss!

The Boss makes you an offer to become his right-hand man! You can say Yes or No. If, for some bizarre reason, you say Yes, you get a Bad Ending. What else would you expect?

Do the smart thing and say No. The Boss, dismayed by your refusal, raises his hand and signals his guards to attack you. Pick up the Pipe at the Boss' feet and use it to beat off the guards.

After you waste enough of his guards, the Boss gets off his throne and attacks you himself! Go after him with everything you've got! Good luck!

ROUND SIX: FACTORY

The Factory is filled with treadmills rolling to the left, meaning that you have to walk against them to advance to the right. Try not to fight on these treadmills, since they throw off your timing and placement.

The compressors are the most dangerous obstacles in the entire game (except for the Bosses, of course). To get past a compressor, move near it until a red light starts to blink. Run away from the compressor and it comes down, then run underneath it as it rises back up. The compressor can squash your enemies as well as you, so try to lure them underneath it.

The mid-level Boss is the flamethrower from Round 4. Attack him as before, and remember to stay behind or above him at all times.

Your final fight in this Round isn't one, but two Slashers! Go after one at a time, working on getting both of them damaged so you can use the Special Attack. You take a lot of damage from the tag-team of terror, but you shouldn't lose more than one life.

SECRETS

Defeating the Syndicate Boss

It's best not to have a weapon when attacking the Syndicate Boss. Move to the top of the screen and use quick kicks to hit him when he charges you. He moves incredibly fast, so you have to kick with blazing speed!

If you get too low, the Boss stops and fires his machine gun in a wide spread almost guaranteed to hit you. This is why you should hug the top of the screen and fight from there!

Deliver enough devastating blows to knock out the Boss and you'll have destroyed the entire Syndicate! The Streets of Rage are peaceful once.

Two Characters In a One-Player Game

If you're playing by yourself, there's a trick that will help you get through the game.

Start the game as Axel Stone. When you reach the top floor of Round 7, and are starting to walk inside, hit the Start button on the second controller. Adam Hunter joins the game as the character of the second player.

The odds are that by the time you reach Round 8, you'll have used a continue or two with Axel. By starting Adam fresh, you'll have a few more chances to make it through the game. Another good reason is that Adam's jump kick is better than Axel's against the Syndicate Boss.

THE SCENE

Space Mutants are invading Springfield! And the only person who knows it is Bart Simpson, thanks to his X-Ray Glasses. Bart's going to stop the Mutants by behaving like a complete nuisance. Normal behaviour for him, right? You got it, man!

SCORING

end-of-level Boss 1000 Pts.
Within-Level Boss 500 Pts.
Removing Alien From Human 200 Pts.
Krusty The Clown Head 100 Pts.
Proof 100 Pts.
Goal 100 Pts.
Jebediah Head 50 Pts.
Coin 50 Pts.
Completing A Level Time Remaining X 10 Pts.

LIVES AND CONTINUES

Bart starts with three lives. With each life, Bart can take two hits from enemies. After the second hit, the Bartman is a deadman. There are a few things that can waste Bart instantly, like a pit, quicksand, wet cement, and a few other heinous obstacles.

Bart gets extra lives two ways: by finding a Krusty the Clown Face, or by collecting 15 Coins. When Bart gets 15 Coins, he loses 10 of them in exchange for the extra life.

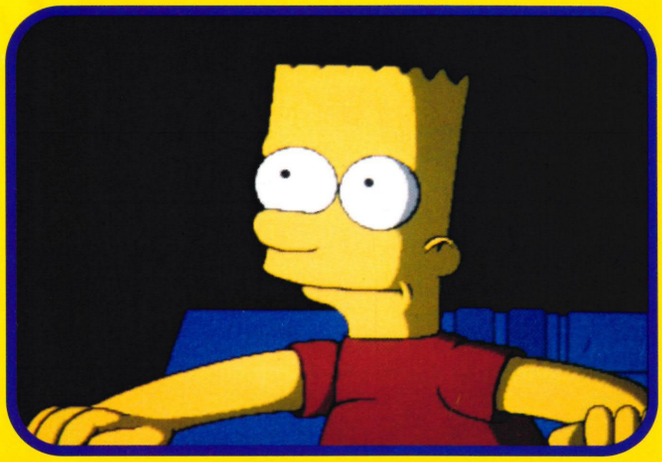
WEAPONS

On some of the levels, Bart finds weapons to use against his enemies. Bart can pick up, and hold, as many weapons as he can find.

The Spraypaint isn't really a weapon. Bart uses it on Level One to spray all the purple objects.

The Slingshot is the weapon of choice on Level Three to shoot balloons. Each one has 12 shots.

The Dart Gun is used on Level Four to blast Exit signs. Like the Slingshot, you get 12 shots for every gun.



SPECIAL ITEMS

Coins are what you need to buy Special Items on Level One, and they're also good for free lives if you get enough of them.
The Krusty the Clown Face gives you an extra life.

THE SIMPS

FRIENDS

On each level, you can get a member of the Simpson family to help you fight the end-of-level Boss, but they won't help you until you gather enough Proof. How do you gather Proof?

By jumping on the heads of Space Mutants disguised as humans! Use your X-Ray Glasses whenever a human comes onto the screen. If the human is really a Mutant, you'll see the difference. Jump on the Mutant's head and it flies off into the air, leaving behind a piece of Proof.

When you gather the Proof, you get one letter in the name of the Simpson who can help you. Spell out the entire name and he/she will be waiting for you at the end of the level.

BART VS THE SPAC

ENEMIES

Most of your enemies are flakes, but watch out for the end-of-level Bosses!

Nelson is the biggest bully of Springfield Elementary School and the Boss of Level One.

Ms Botz is the notorious Babysitter Bandit, and the Boss of Level Two.

Sideshow Bob was Krusty the Clown's sidekick. Now he's the evil Boss of Level Three.

Dr Marvin Monroe is a family counsellor who likes shock therapy. He's the Boss of Level Four.

GENERAL TIPS

Master the Super Jump. As you get farther into the game, you have to use it more and more. Also practice Super Jumping without shooting your weapon. Otherwise, you waste lots of ammo.

Keep an eye on the clock, but don't worry about it too much. If you die, the timer resets and start over again.

Jump on everything in sight. There are items hidden all over the place, and most of them are uncovered by your jumping antics.

Whenever someone walks onto the screen, use your X-Ray Glasses as quickly as you can. If the person is really a Mutant, let 'em have it with a jump. If you jump onto someone who isn't a Mutant, you take damage.

LEVEL ONE: THE STREETS OF SPRINGFIELD

Get started by walking next to the purple trash can. This isn't an ordinary trash can; it acts like a trampoline. Wait until the alien hops to your left, then jump on top of the trash can. Hold down A for a Super Jump and leap to the right to grab the Krusty Face. If you miss, go back to the trash can and keep trying until you get it. You want every life you can get!

Walk to the right until you reach the Space Mutant 4 poster with the three aliens. Run past each alien when it's at the top of its bounce. After you pass the third alien, jump onto the top of the window. Now use a Super Jump to snatch the Spray Can. Don't jump too far, or you hit one of the aliens!

Move to the right of the third alien, jump straight up and give a quick spray. The purple poster turns red. One goal down, 23 to go. Move left and back to the trash can. Spray it red.

Move back to the right until you reach a phone booth. Jump onto the booth seat. Press Start to access your inventory and select the Coins. Press C and you use the phone to call Moe. When the call is over, run to the left. Moe comes out of the bar after you, and he's wearing a purple shirt. Spray him and run back to the phone booth. Jump on top of the phone booth before Moe touches you. If he does, you take a hit of damage.

Jump onto the clothesline and run

to the right. Make the sheets fall onto the purple objects. Move back to the left and fall to the sidewalk. Move to the right until you reach the bush. Jump at the bush and hold down the B button. A Krusty Face flies to the right. If you're holding down B, you can run fast enough to grab it before it hits the ground.

Move right and spray the trash can, then bounce up to the ledge to get the Spray Can. Drop back down to the sidewalk and move right to a group of three aliens. Jump when you're in front of the bushes next to these aliens. You get two Coins that you'll need shortly.

Get past the aliens and walk right to Toolworld. Go inside by pressing Up. The man asks you what you want to buy. Buy one Key and one Wrench. Then press Down to go back outside. Spray the fire hydrant, then move next to it and use the Wrench to spray the Wet Paint away.

Jump onto the window ledge of Toolworld, then leap over to the Wet Paint sign. Jump back to the right, and onto the upper ledge of the window. Now you can jump up to spray the flowerpot. Move right and fall back down. Go into Mel's Novelty Hut. Buy one Cherry Bomb and six Rockets.

Jump from Mel's window to his door to his window again, and spray the flowerpot. Move past the alien and get the Krusty Face before you fall back down to the street. Go into the last store, Toys 'N' Stuff. You're almost out of dough, but you can still afford one Whistle and one Magnet.

Once you leave Toys 'N' Stuff, jump up to the flowerpot and spray it, then move right to get the Spray Can. Watch out for the aliens! Move to the right until you're in front of Candy Most Dandy. Spray the trash can and use it to jump up to the windows. Knock the can of paint off the ledge, then jump past the alien onto the ledge with the flowerpot. Spray the pot and fall to the sidewalk. Move right until you reach the pet store.

Jump onto the window, on the left side, and use the Cherry Bomb. You scare the purple bird away from the window! Now jump up to the flowerpot for some spraying action. Only seven goals left! Move right until you reach a Keep Off sign. Yeah, right! Jump onto the grass and move to the right. When you jump off the grass, a purple cop appears. Spray him and run to the left before he nabs you. Move back to the right until you reach the statue of Jebediah Springfield.

Jump around the bushes next to Jeb to find a few coins, then get onto the skateboard and head to the right. Get ready to leap over four pairs of vicious little mutts. After that, you have skate past eight heinously placed aliens.

When you pass the eighth alien, Move to the top of the screen and skate to the right as fast as you can. You're attacked by Jimbo, skateboard thrasher and bogus dude! When Jimbo gets close, jump over him. You need to jump two or three times before he stops attacking. Finally, you reach the sidewalk barricade. Jump over the barricade and move to the right.

Spray the fountain and walk right until you're underneath the right side of Barney's Bowlarama sign. Face left and shoot a Rocket at the sign to light it up. Move to the right, past the Kwik-E-Mart, until you reach the next fountain.

Spray the fountain and walk right to the Springfield Retirement Home sign. Use the Rockets to destroy the purple windows. Positioning is crucial! When you pop out all three windows, you reach 24 goals. Walk to the right.

When you reach the last window of the home, use the Whistle. Grandpa Simpson pops out of the window and starts throwing Coins. Catch as many of the coins as you can, then move to the right until the Boss appears. It's Nelson! If you collected all the letters, Maggie will be here, rolling bowling balls, but it doesn't matter if she's helping or not.

Press B to throw water balloons at Nelson. If he throws one at you, jump over it and start throwing again. Don't jump to hit Maggie's bowling balls. If you do, Nelson may throw a balloon that hits you when you land.

When you hit Nelson enough, he falls off the screen. You've beaten the first level!

ONS

E MUTANTS

LEVEL TWO: THE SPRINGFIELD SHOPPING MALL

Getting the hats on this level is pretty easy, so we won't talk about that too much. Just remember to grab any hats you see!

Move to the right. Your first obstacle is a bouncing donut. Let the donut bounce over you. After that, you have to scoot under two donuts. No problem! You come to three bouncing white objects. Use the Super Jump to pass them. After a few more donuts, you reach a patch of cement.

Jump onto the first candy bar, then leap up to the second one. Now jump straight up three times. After the third jump, the candy bar floats across the cement! That's good, because otherwise, you'd have to jump across the lollipops, which is very tough.

Get the Krusty Face and jump onto the ashtray to get a Coin. Move right to reach the candy canes. You need to run under most of the canes, and jump over a few others. Take your time! Get past them and you have a final obstacle; two aliens and a white object. Super Jump when the alien and white object are bouncing up. Time for the first Boss!

To beat this Boss, jump on his head three times. Don't jump when he's throwing candy, or you may bounce off his head and hit the candy. After the third hit, the ▶

Boss leaves behind Proof. Pick it up and move to the right. Get the hat and go up the escalator.

The first enemy on this floor is a pair of sneakers. Super Jump over the sneakers and run to the right. Continue to Super Jump over the sneaks, and step on the ashtrays to get Coins. You find a Krusty Face just past three grey shoes. Then you're attacked by yellow shoes. Let them bounce twice, then Super Jump over them.

Watch out for the boots! Move close to them until they stomp the ground, then run under them when they're moving back up. Pass all three boots and move on. What's next? Spring shoes! Just run under them.

You'll reach the second Boss, who's inside a really big shoe. Like the first Boss, you have to jump on his head three times. Wait until he jump and lands, then clonk his head before he jumps again. Don't get squashed under the shoe! Beat the Boss and run right to the escalator. Move up to the third floor.

There are lots of aliens at the beginning of the third floor, but they're easy to pass. After them, you're attacked by the top and bottom halves of a man who's been sawn in half! Jump over the bottom halves, and run under the top halves when they bounce.

The magician's hats are next. Pick up the hats and dodge the bouncing bunnies. Watch out for the alien in between the two groups of hats. Keep going to the right, past the floating hankies, until you reach a cement patch. Jump from wand to wand. Jump straight up on the last wand and a Jebediah Head falls onto the screen! Jump to the right to get it, then run to the right before the Head wears off. If you don't make it, you have to jump through the floating hoops.

The magic wands are a lot like the candy canes. Get past them the same way. Run to the right, and you meet the final within-level Boss. He's almost the same as the first Boss, except that he disappears and reappears instead of running back and forth. Three jumps onto his head defeat him. Move to the right once he's beaten. If you don't have enough hats, go back to the left and collect them, then return here. Go up the escalator.

Move to the right until Ms Botz appears. You should have Marge helping you; it's hard not to get her help on this level!

Dodge Botz's suitcases as they fall, then jump on them to knock them back up at her. Hit her with her own cases! If Marge is helping, she throws rocks that knock away some of the cases. Hit Botz with five suitcases and you've finished the level.

LEVEL THREE: KRUSTY AND AMUSEMENT PARK

This is another level in which achieving the goal is easy. There are more than enough balloons to pop. When you see one, pop it by touching it or shooting the Slingshot at it.

Jump onto the tent to pop the two balloons, then move to the right until you reach the first game booth. You have to run underneath the bouncing dude first, of course.

Push Up and you're able to play the game. You have to hit three in a row. The easiest way to win is to hit the three targets at the top. Jump as high as you can, and throw at the top of the jump.

When you win the game, a Krusty Face appears for you to take. Jump up and get it. Too bad you can't play the booth again! Move right to the next booth, the Wheel of Chance.

Stand next to one of the numbers and use your Magnet. Press Up to play and select the number you're

standing underneath. Thanks to the Magnet, the Wheel stops on your number and you win a Krusty Face. Move right to the next game.

In this game, you have to pop three balloons of the same colour. Sometimes you have to pop red ones, sometimes blue ones. You need good control of your jumps to win this game. Try hitting the balloons at the top first, then hitting the ones in the middle. Hitting the balloons in the lower row is way too hard.

The last booth is the one with three lines. It's a shooting gallery. Aim for the red ducks before the other targets, since they give you the most points. Get 100 points before you run out of time to win the game, and another Krusty Face.

Run, and we mean run, to the right. You have to scamper past the bombs of Adil, a bomb-throwing enemy! Look closely at the teddy bears underneath Adil and you'll see a Slingshot. Jump to get the sling, then shoot Adil with it.

Move to the right, and watch out for the fast-moving clown. You can't jump onto his head, but he damages you if he hits you. Get onto the ladder and start climbing up. Keep going until you reach the top. Adil is back! Move onto the platform below him and shoot him, then move onto the platform where he's standing. Jump to the left. Long fall, man!

Aim to hit the left side of the pink plank. If you do it right, you ring the bell. If you miss, climb up the ladder and keep trying until you make it.

When you ring the bell, a Jebediah Head appears next to the teddy bears. Take the head and run to the right, collecting the Coins that fell down when you rang the bell. When the Head wears off, move to the right.

You have to run past another bunch of bombs, being thrown by a person in a dunk tank. Who is this person? Who cares? Shoot the target to dunk her into the pool! Move to the right, and jump to get the Slingshot. Keep gathering and shooting balloons as you run right until you enter the Fun House.

Opening all the doors is tough. If you pull it off, you make four balloons appear for you to pop. If you don't do it, you need to pop a few more balloons later on. Move to the right and Super Jump over the gap to the pipes.

Wait for the first pipe to start blowing, then jump over it. You float into the air. Float to the right from pipe to pipe. Don't move too fast or too slow, or you fall out of the airstream and eat it. You can also use the blue ledges to jump to the right. Just don't get caught by an airstream while you're jumping!

When you pass the pipes, run to the right until you reach a series of platforms. Jump up the platforms. They lead you across Krusty's face! Jump to the top of Krusty's head, then jump straight down the middle of Krusty's face. Land on Krusty's lip and press Up on the controller. You go into a hidden area.

Run to the right and gather all the Coins, then go through the door to come back out on the right side of Krusty's head. Run to the right and get out of this Fun House!

Move to the right until you reach the Ferris wheel. This is a tough jump! Try to jump at the left side of the Ferris wheel, where the cars are moving up and off the screen. If you land on a car, face to the right and ride until you reach the right side of the wheel. Jump to the right and you land safely.

Move to the right. If you've popped enough balloons, read on to the next paragraph. If you need to pop more balloons, stand on the building and wait for the balloons to float onto the screen from the right. When you get all the balloons, move to the right until the Boss appears.

It's Sideshow Bob! If you managed to spell out Lisa's name, she'll be above you, dropping bowling balls onto Bob's head.

SECRETS

Hidden Warp (Level One)
Use the Key from Toolworld to go into Moe's and warp to the Springfield Retirement Home at the far right side of the level. If you follow the general tips, you won't need to use this warp.

Purple Person (Level One)
If you follow the Strategy Session, you won't need to worry about this, but it's fun to try anyway. Wait next to the movie theatre until the timer hits 400 or 200. A Boy Scout dressed in purple walks out and you can spray away.

Hidden Warp (Level Three)
When you make it to the last tent (on the right side of the Ferris wheel), jump onto the left window and push Down and B. Now you can warp to every tent on the level. But why is this at the end of the level instead of the beginning? Bogus, man!

LEVEL FOUR: SPRINGFIELD MUSEUM OF NATURAL HISTORY

Move to the right and jump over the laser. Keep going until you reach a glass case with a Krusty Face inside. Jump up and down on the case three times to cause the Krusty Face to bounce out. Grab the Face and jump to the left, onto the picture frame. Jump again to the left to get the Dart Gun.

Face to the left. You'll see the edge of an exit sign to the left. Jump up and shoot it with the gun. Drop down to the ground and move to the right until you reach a group of four lasers. To get past these lasers, run to the right just after the bottom laser turns off and the top laser turns on. It takes good timing!

After you pass two laser groups, you find a glass case with Coins inside. Get on top of the case and jump up and down until three Coins come out of the case. Shoot the exit sign to the right before you drop back to the floor.

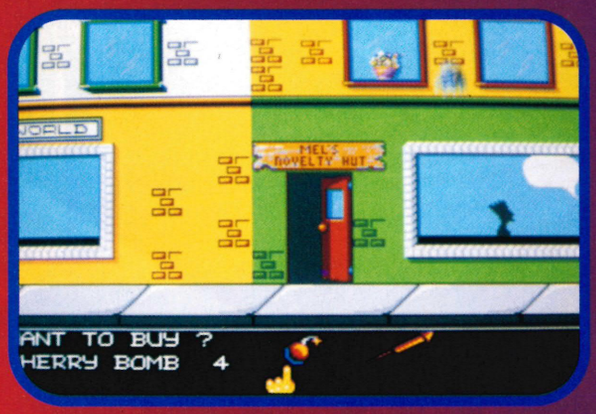
To pass the final laser group, walk to the right just after the top laser goes off. Don't run or you hit the bottom laser. Walk and you'll make it.

Jump over the spiders and jump onto the lower branch of the tree. Wait for a dragonfly to buzz onto the screen, then fly away. Jump onto the branch and Super Jump to the left to get the Dart Gun. Return to the tree and move onto the branch on the right. Super Jump over to the second tree, then Super Jump a third time to reach the final tree.

Watch the water and wait for an alligator to poke his head out of the water. Jump onto his head and ride to the right. When you see another 'gator, jump onto him. A rock falls from the top of the screen. If you position yourself correctly, the rock won't hit you.

After two more 'gators, you reach the right side of the lake. Jump over the spider and move quickly to the tree. You'll see a monkey throwing bombs at you. Jump into the tree and shoot the monkey three times to get rid of him. Use a Super Jump to get the Dart Gun.

Super Jump to the right, from tree to tree, over the quicksand. Now you have to run past a group of huge bugs. Take it slowly and run underneath one at a time.



After you pass the bugs, it's time for a within-level Boss, the Man-Eating Plant. He's almost too easy to beat. Run behind him and jump on his head three times to kill him. Stand on the neck of the Plant and shoot the exit sign to the left, then jump to the right over the laser beam.

Jump onto the glass case and jump up three times to get the Jebediah Head. While you're invulnerable, move to the left and shoot the exit sign, then move to the right until you reach the case with a Krusty Face. Do the triple jump to get the Face, then Super Jump to the left to the Dart Gun.

Jump onto the picture to shoot the exit sign to the right. Drop back to the floor and move past the laser (remember to start walking just after the top laser goes off). Keep going until you see a single yellow ledge.

Walk onto the yellow ledge and wait a few moments. When another yellow ledge appears, jump onto it. You need to use the Super Jump for some longer jumps. If you miss a jump, you lose a life instantly.

After you get past the ledges, you have to jump past the stone blocks. Hold down the A button, because you need Super Jumps to jump from block to block. When you see a grey ledge, Super Jump over to it. Walk to the right until you spot a snake.

You can use the regular jump to get over the snakes, but you may want to Super Jump and play it safe. It's up to you.

After leaping four snakes, you have to pass three spikes. Jump over each spike when it's lowering into the ground. After you pass the third spike, you're in a strange room with bugs falling at you from the top of the screen.

Jump at the heads of the Egyptian dudes to reveal ankhs. Grab the ankhs before they bounce off the screen. Every time you find and collect an ankh, the brown pillar in the middle of the floor rises a little higher. You have to get seven ankhs before the pillar reaches its maximum height.

Jump onto the pillar at its maximum height and it starts to collapse, while rocks will fall from the top of the screen.

Dodge the rocks until they stop falling, then move to the right. Get past the spikes, then jump past the two dogs with Super Jumps.

It's Boss time! This Boss is a mummy. Jump over the bandage balls the mummy shoots at you, and hit the mummy three times to defeat it. Move to the right, past the laser groups, until you reach the Jebediah Head. Triple jump to get it, then get the Dart Gun to the left.

Move to the right to find a Krusty Face and Dart Gun. Get them both. Stand on the picture frame of the Dart Gun to shoot the exit sign to the right. After you shoot the sign, you achieve the goal for this Level.

Pass the laser group and run to the right until you reach the river. Wait on the bank until a rock floats down the middle of the river. Jump onto the rock, then jump again to the opposite side of the river.

Run to the right until you reach the dinosaur bones. Jump across the bones and watch out for the pterodactyls that fly at you from the right side of the screen.

Move right to find a huge dinosaur. Jump up onto the top ledge so that you're horizontally aligned with the dinosaur's head. Super Jump onto the top of the dinosaur's head, above his eyeball. When you bounce, aim to land on the dinosaur's head.

Stand on the head until the dinosaur exhales a fireball. Jump back over to the ledge on the left, then jump onto the dinosaur's head again. You need to bop the dinosaur three times to defeat him.

When you hit the dinosaur a third time, the screen scrolls to the right. Jump onto the dinosaur's back and Super Jump to the right. Run right and into the museum. You have to pass a few more lasers before you reach the end-of-level Boss, Dr Marvin Monroe.

Marv's a real wimp compared to the dinosaur. Jump over Marvin's electric balls and hit him on the head. If Homer's helping you, he drop puddles that absorb the electric balls. Even without Homer, Monroe is easy to beat.

LEVEL FIVE: SPRINGFIELD NUCLEAR POWER PLANT

You can only carry four Power Rods at once, so visit the basement often to drop off the Rods. If Marge comes onto the screen, let her touch you and she takes any Power Rods you have down to the basement for you.

Whenever you use the Donuts, Homer comes onto the screen and kills everything, before taking the box of Donuts. Whenever you're in an area that seems to hard to pass, use a box of Donuts to kill the aliens.

There are electronic doors on each level that can only be opened with the correct combination. If you find Lisa, she tells you the combo, but you don't really need her help. Just use the controller rapidly to try out every number. You stumble onto the correct combo eventually.

When you find the fifteenth Power Rod and take it to the basement - you only have one left to get. To find the sixteenth Power Rod, look for baby Maggie on the fourth floor. Touch her and you appear in the basement. When she puts the last Power Rod into place, get ready for the ending sequence!

THE IM

FRIENDS OR ENEMIES?

The story of the game takes many interesting turns. People who you think are your friends may end up being your enemies. Learn who to trust, and who not to trust, through trial and error - mostly error!

GENERAL TIPS

You have to master the combat sequence before you make it very far into the Labyrinth. Here's one strategy to use: at the start of the sequence, hold down the C button and move the controller LEFT and RIGHT to dodge your enemy's blows. Keep dodging until your enemy's fatigue (shown by the grey bars) reaches the top of the screen. Now alternate between forehand and backhand slashes. You should be able to get in almost a dozen good whacks before your opponent reacts. Don't bother with the jab attack; it's simply too slow to be effective.

LIVES AND CONTINUES

No, you're not immortal, no matter what the title says. You have three lives. If you manage to make it through an entire level of the Labyrinth without losing them all, you receive a password that grants you access to the next level. If you lose all your lives, you have to start again at the beginning of the level.

WEAPONS

The sword is your weapon at the start of the game, and it's the weapon you use against most of your enemies. You fight Goblins, Trolls and even invisible creatures with it!

You also find a variety of spells during the game. Some of these scrolls are used to attack your enemies and kill them instantly (especially the Fireball spell!).

SPECIAL ITEMS

Special items are the key to progressing through the game. The Secrets has a rundown of the items on each level. If you want to play through The Immortal without using the Strategy Session, use this list to make sure you have every item on a level, and to see what function an item has.

INTO THE LABYRINTH:

A LEVEL-BY-LEVEL GUIDE

LEVEL ONE

Use the manual for this level. It shows you quite clearly what to do and how to do it.

LEVEL TWO

h two deadly Slimes on the floor! Run left and collect the Red Gem. Then search the pile of bones to get the Elven Sword of Agility. Don't search any further or you'll be a meal for a hungry pile of slime! Run through the upper door.

There's a man here sitting on the ground. Move into him and he offers you some slime Oil. His price is too high, though. Don't panic. Just move into him again and he lowers his price to an affordable range. Buy the Oil at the new price.

Once you've purchased the Oil, move to the left. You should be able to see the Will-o'-the-Wisps by now. Use the Charm Scroll and they follow you around without harming you. Pick up the Stone on the floor (it's almost directly West of the merchant). Then go through the metal door to the Northeast. Make sure at least one of the Wisps follows you through the door.

Walk Northeast and attack the two Goblins guarding the door. Search the Goblin directly in front of the door to find the Dust of Complaisance. Then go through the door into the King's Chamber. Again, make sure you've got at least one wisp with you.

The Goblins defending the King are very fast and strong. Use the Charm Scroll again and wait as the Wisp (or Wisps) attack and kill the Goblin guards. Once they're both dead, move to the black pile of dirt on the floor. Drop the Bag of Spores here and run out of the room. Wait outside about ten seconds, then go back in. The Spores have sprouted, and the King is near death.

Walk to the King and give him the water he asks for. He gives you instructions, but more importantly, he gives you a key. Leave the chamber and go back into the room with

IMMORTAL

the merchant, then go through the door South of where the Stone was.

There is a Troll in this tunnel. You may be able to run past him, but if he catches you, defeat him in combat. Go through the door at the South end of the tunnel. Walk up to Lindli, the Dwarf working on the Gem. He's quite rude to you, but don't get hostile. When he's done talking, use the Dust of Complaisance by throwing it into the air at this location. Talk to Lindli again and he's very cooperative. Too bad you don't have more of that Dust! Two Gems down, one to go. Walk down the hall and sleep on the hay, then walk down to the last door and go through.

Use the slime Oil as soon as you are inside the tunnel. Now drop the Stone. You have to trick one of the Slimes in this tunnel into running into the Stone. When it does, it eats away at the Stone, leaving behind the last Red Gem! Grab the Gem and run down the tunnel, then go through the door.

There are three triangles in this room. There are three holes around each triangle and one hole in the middle of each triangle. Place a Gem into the lower-right hole of the left triangle, the upper hole of the middle triangle, and the centre hole of the right triangle. When they've been put into the right places, a passageway is revealed to...

LEVEL THREE

You start on the West side of a huge chasm, next to two ladders. Climb down the South ladder. Walk to the chest (and watch out for the fire traps in the floor). You find 50 gold pieces and a two-shot Fireball spell. Activate the Fireball scroll and walk back up the ladder. Move North and climb down the second ladder.

You see two fighting Goblins and a bottle on the floor. Don't pick up the bottle; it's got a slime inside! Line yourself up with the Goblin on the left and shoot a fireball. The Goblin falls to the ground and becomes a Troll! Walk over the Troll to search him and take the Protean Ring.

Climb down the next ladder and use the Protean Ring. Now you're a Goblin! Walk to the right, past the Goblin guard. Don't bump into him, or he recognizes you as being human and you have to fight him. He's very powerful, so you don't want to get into a scrap. Open the chest and take the gold pieces and Troll bombs. Walk back to the ladder and take off the Ring, then climb up into the next room. Climb up again and you are back at the beginning of the level.

Climb down the lower of the two ladders, then walk to the right. Another Troll and Goblin are fighting. Shoot the Troll with a fireball and take his Ritual Knife. Walk East and through the door. It's the Goblin King! He recognizes you and lets you climb up the ladder. If you hadn't given him the water back on Level Two, your fate would be much different.

The next room is extremely dangerous. Stand still and watch the spikes as they come out of the floor. You should be able to see a safe path to the Gem and from there to the ladder. Walk to the Gem, take it, and then walk to the ladder. Climb down.

There are two Trolls guarding this location. Use the Ritual Knife and the Trolls start fighting each other. Go through either of the doors to the North. There are two Trolls in this room. Use Troll bombs to stun them, or just defeat them in combat. Run to the Northeast corner of the room and take the bottle, then run Northwest through the next door.

Drink the bottle of Magic Muscle to increase your attack strength. Use a Troll bomb on the Troll in this room, but you is very difficult when the bomb wears off. When the Troll is defeated, sleep on the pile of hay.

When you wake up, walk over to the red flame and wait for it to turn purple. Run into it and drop the Gem. You will be transported across the chasm to a ladder. Climb down the ladder to...

LEVEL FOUR

At the start of the level, you are attacked by a Troll. After a few moments, Ulindor throws a knife into the Troll's back and kills it. Move up to Ulindor and he gives you a Magic Carpet. Walk Northeast and through the door. Use the carpet immediately and slowly fly Northwest. Don't get too close to the walls, and don't fly over the fire jets or you get toasted!

Follow the corridor (past the door) to the South. At the end of the corridor, you find Ana's Ring. Take the Ring, then fly back up to the door. Use the Carpet again to stop flying and go through the door.

Start flying again as soon as you enter the next room. Fly Northeast and you reach the door. Get off the carpet and go through. Don't rest on the hay yet. Climb down the ladder and kill the two Trolls, then return to the hay and rest.

When you're done resting, climb down into the two-Troll room, then climb down again. Ana is sitting next to the wall. Walk up to her and give her the Ring she asks for. Then climb down the ladder into the final room.

Walk clockwise around the smaller triangle within the triangle three times. A secret passage opens. Climb down to...

LEVEL FIVE

The Goblin asks you to follow him, but before you go through the door, pick up the large Egg in the corner of the room. Now go into the next room and move to the Goblins going over the map. They tell you about the Norlac. Sounds like fun, doesn't it? Walk South and through the door.

Buy the Potion from the Merchant and go back into the room with the Goblins. Look for a hole in the North wall.

Walk up to the hole and use the Potion. You shrink to the size of a Troll brain! Now walk through the hole.

Dodge the two Trolls until you return to normal size. Don't let them squish you! Once you pop back to normal, battle the Trolls. When you've beaten them both, hurry over to the chest and open it. Take everything inside. Now use the Bottle. There's water inside it. If you don't drink the water, you die from the poisonous effect of the Shrinking Potion.

Now walk through the North door. There are two huge lizards in this room. Use the Fireball Book, then shoot at the lizards with your fireballs until you kill them both. Keep moving or the lizards home in on you! Search the bodies of both lizards. One of them has a door key. Now leave through the West door.

Immediately activate the Worm Sensor. Now navigate the room using the instructions given to you by the merchant: left, down, right, down, left, down, right, up, right, and down. Don't stray too far off the path, or you're worm food! The path takes you to the door at the South end of the room. Go through the door into the next room and walk South. Watch out for the slime.

The egg in your possession hatches. Don't kill the lizard inside, though. Instead, keep walking South until you reach a circle in the floor. Walk into the middle of the circle and wait for a secret passage to open. When it does, drop the bait. The lizard sees it and lands to feast on the fetid flesh, holding open the passage for you! Climb down the newly revealed ladder, sleep on the hay, and climb down the next ladder to finish the level.

LEVEL SIX

At the start of this level, you see two web-shrouded holes in the wall. Wait on the left side of the left hole, and watch both holes closely. There's a spider guarding these holes! When you see the spider's legs sticking out of the hole on the right, quickly go into the hole on the left. If you don't do this correctly, you'll be munched by the angry arachnid.

In the next room, you encounter a massive spider. Don't touch either of the egg pods on the sides of the spider. These are filled with thousands of babies that will eat you alive! Instead, move close to the giant spider and dodge the web it shoots, then move directly into the spider and fight it. Dodge its attacks like any other opponent. When the spider is dead, move to the ladder and climb down.

Don't open the chest right away. Instead, walk West and pick up the bottle of alcohol. Move back to the chest and use the bottle to pour the alcohol on the chest. Open the chest for some gold pieces and a levitation spell. Climb down into the next room.

This tunnel is filled with baby spiders! Use the levitation spell and hug the left side of the tunnel (so that you can just see your head). Levitate quickly down the hall of webs. When you reach the ladder, use the scroll again and climb up. Sleep on the pile of hay and climb down the next ladder to finish the level.

LEVEL SEVEN

As you start this level, the Troll runs Dunric through with his sword. Get revenge by defeating the Troll, then talk to Dunric. Give him his Ring and he gives you three very important spells: Body Statue, Magnetic Hands, and Sonic Protection. Climb down the ladder.

You are attacked by Ulindor at the bottom of the ladder. Defeat him in combat, then take a well-deserved rest on the hay. Climb down the ladder and prepare to meet the Norlac!

Paddle North and follow the maze. Soon, you reach the Norlac guarding the door. You have to get close enough to it so that it comes off the door and starts to chase you. When it does, paddle as fast as you can toward the whirlpool, which is below where you first boarded the barrel. Don't stay in the middle of the tunnel as you paddle; stay along the sides.

It will probably take you quite a few tries to reach the whirlpool. The Norlac is extremely fast, and if you bump into any walls, it is guaranteed to devour you. And don't try going back up the ladder, because the Norlac has very long tentacles!

When you go into the whirlpool, trick the Norlac into entering it as well. The Norlac dies, but you survive to reach...

LEVEL EIGHT

Open the chest and take the Fire Protection and Blink spells. Climb down the ladder. Now walk to the centre of the room. You fall into a pit, but don't try to save yourself. Just let yourself fall.
You land in a strange cave, and a dragon begins to emerge from behind the rocks! Believe it or not, this is the final showdown with Mordamir. Be prepared to use all of your spells, and see The Secrets if you need help here. Good luck!

SECRETS

Defeating Mordamir
As soon as you land, activate the Blink Scroll. This Scroll is good for six uses. Now watch the dragon carefully. He tilts back his head, and then breathes a plume of fire onto you. Hit A to activate the Blink Scroll just before the dragon starts breathing. You "blink out" and disappear while the fire roasts the ledge you're standing on! You have to blink out a total of six times. Make sure your timing is accurate!

When you have used up the Blink Scroll, watch the dragon closely. The dragon makes the motions of breathing fire, but he won't actually do it. He's trying to trick you into using your last defense. Don't do it! When he's done with his fake breath, he gets ready for a real one. Now prepare.

As his fiery breath is about to burst forth, hit C and activate the Fire Protection. This spell is activated as soon as you select it from the inventory screen, so you don't want to select it until the last moment.

When the Fire Protection runs out, you're out of defenses! The dragon starts inhaling for another set of flames. Don't let him get the chance. Hold the Amulet up to the light, but don't read it! It looks like the dragon is going to get you, but then Mordamir appears!

Mordamir takes back the Amulet with magical force. Now activate the Body Statue spell. This spell, like the Blink Scroll, is good for six uses.

Mordamir attacks you with lightning. When the bolts shoot out of his hands, wait until they disappear off the top of the screen and then use the Body Statue spell. The bolts won't have any effect on your statue form.

Mordamir zaps you three times. After the third lightning attack, watch his hands. When he's about ready to cast a spell, use the Sonic Protection. This keeps you safe from his attack.

After the sonic boom, activate the Body Statue spell again. Use it twice more against Mordamir's lightning. Then wait for Mordamir to cast a spell and turn the pile of bones into a Grim Reaper. Use the Body Statue just before the Reaper slices you.

After the Reaper attack, Mordamir tells you that you are now defenceless and holds up the Amulet. He doesn't know you have an ace (actually a scroll) up your sleeve. Use the Magnetic Hands spell and get the Amulet back. Now sit back and witness Mordamir's last moments!

MORE SECRETS

Try these passwords to start on any level of the game. See how many different ways you can meet your demise!

Level Two: cddff10006f70
Level Three: f47ef21000e10
Level Four: b5fff31001eb0
Level Five: d630f43000eb0
Level Six: 563ff53010a41
Level Seven: c250f63010ac1
Level Eight: f0f0e73017Level Eightc1

Gruesome Deaths
Here are just a few of the many ways to slaughter the enemy Goblins and Trolls. How many more sequences can you discover?

Special Items
Level One
Amulet. Used on Level One to open a passage, and on Level Level Eight to attract Mordamir.
Bag of Bait. Used on Level Five to make the flying lizard open a secret passage.
Bottle of Water. Used on Level Two to soothe the Goblin King's pain.
Charm Spell. Used on Level Two to make the Will-o'-the-Wisps obey you.
Dunric's Ring. Used by Dunric on Level Seven when you give it to him.
Fireball Spell. Used on Level One to light torches and kill Goblins.
Sack of Spores. Used on Level Two to knock out the Goblin King.

Level Two
Dust of Complaisance. Used on Level Two to make Lindli the dwarf give you his Red Gem.
Elven Sword of Agility. Permanently enhances your speed in combat.
Granite Stone. Used on Level Two. It contains a Red Gem. slime frees the Gem.
Slime Oil. Used on Level Two to run through a slime-infested corridor.
Three Red Gems. Used on Level Two to open the passage to Level Three.

Level Three
Fireball Spell. Used on Level Three to kill Trolls.
Magic Muscle. Permanently enhances your strength in combat.
Protean Ring. Used on Level Three to sneak by a Goblin guard.
Red Gem. Used on Level Three. Drop it into the flame when it burns green.
Ritual Knife. Used on Level Three to trick two Troll guards into fighting each other.
Troll Bombs. Used on Level Three to temporarily stun attacking Trolls.

Level Four
Magic Carpet. Used on Level Four to fly over worm-infested floors.
Ring. Used on Level Four Give it to Ana and she'll give you information.

Level Five
Bottle. Used on Level Five. Drink the water inside before you die of poisoning!
Fireball Spell. Used on Level Five to shoot attacking lizards.
Large Egg. Used on Level Five. It hatches into a flying lizard.
Potion. Used on Level Five. It allows you to pass through a small hole in the wall.
Worm Sensor. Used on Level Five to negotiate a room filled with worms ready to strike.

Level Six
Bottle of Alcohol. Used on Level Six to kill spiders inside a chest.
Levitation Spell. Used on Level Six to fly down a spider-infested corridor.

Level Seven
Body Statue Spell. Used on Level Level Eight to protect you from Mordamir's attacks.
Magnetic Hands Spell. Used on Level Level Eight to take the Amulet from Mordamir.
Sonic Protection Spell. Used on Level Level Eight to protect you from Mordamir's attack. Good for one use only.

Level Eight
Blink Spell. Used on Level Eight to save you from the dragon's fire.
Fire Protection Spell. Used on Level Eight. Similar to the Blink Spell, except that the Fire Protection is good for one use only.

KID CHAMELEON

THE SCENE

Wild Side is a "virtual reality" game that's gone out of control. Heady Metal, the boss of Wild Side, is capturing players left and right. There's only one player who is able defeat Heady Metal. His name is Kid Chameleon!

LIVES AND CONTINUES

You start the game with three lives. With each life, you have a number of Hit Points indicating your strength. You have from two to five Hit Points, depending on your current character. When you run out of Hit Points, you lose a life. When you lose all your lives, the game is over. You earn an extra life for every 50,000 points you score. There is a timer in the upper-left corner of the screen. If you run out of time before clearing a round , you lose a life.

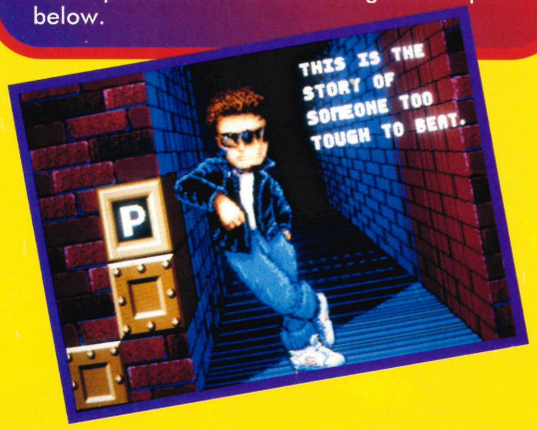
You have three continues at the start of the game. When you lose all your lives, you continue the game and begin play from the last round that you reached. You find extra continues during the game in the form of Coins (see Special Items below).

SCORING

You score points by collecting items and stomping on the bad guys. Your point total isn't shown on the screen during play; you only get to see it after you've completed a round (or lost all of your lives).

WEAPONS

Each character, or "transformation" as the manual calls them, has different powers. These powers are listed in the general tips below.



SPECIAL ITEMS

The Clock: Adds three minutes to the Timer. You have a maximum of 9:59 on the Timer.

Coins: These are worth extra continues.

Diamonds: The most important special items in the game. Collect Diamonds to use Diamond Powers. Each character has different Diamond Powers, listed in the general tips below.

Helmets: Transform you into a character.

Lives: These cross-shaped symbols are worth one life each.

GENERAL TIPS

Kid Chameleon is a great game, but it's much too big to write about in detail. With over 1,600 screens of action, it would take a whole book to cover all the details, the strategies below detail the powers of the different transformations, and tell you how to defeat the first three Bosses. After that, you're on your own. One more item: There are no cheats of any kind in Kid Chameleon. No level selects, no infinite lives, nothing. The only way to finish this game is by using the Telepads.

BOSS ONE: SHISHKA-BOSS

Drop down the left side of the area and hit the Prize Block for a Clock, then jump into the upper-right corner to find three Blocks. Two of them contain Helmets for Maniaxe and the Iron Knight. Maniaxe is the better choice. There's a hidden Prize Block with a Clock inside, just to the right of the three Prize Blocks.

Once you have become Maniaxe, jump onto the left side of the area and throw axes at the heads of Shishkaboss as it floats down the screen. Destroy all three heads to clear the round .

FRIENDS

Because he spends all his time in amusement arcades, our little hero doesn't have any friends.

ENEMIES

Heady Metal throws a variety of enemies your way, but only a few of them have names listed in the manual. We've described how to beat the first three Bosses below.

BOSS THREE: BAGEL BROTHERS

There are two Red Stealth Helmets to find. The first one is placed in a hidden block on the right side of the area. The second one is placed in a hidden block in the lower-right corner of the area. You probably need to use both of them to fight the Bosses. If you've got time to spare, stay in the lower tunnel and let the heads float into the tunnel, then strike them with your Sword Attack as they float to the left.

If you run out of Red Stealth Helmets, there's a Berserker Helmet and an EyeClops Helmet. The Berserker Helmet is in a hidden Block on the left side of the area. The EyeClops Helmet is in a Prize Block in the lower-left corner of the area.

BOSS TWO: BOOMERANG BOSS

Drop into the tunnel at the bottom of the area to collect Diamonds, then find the Maniaxe Helmet. Stand on the platform below the Block that you got the Helmet from, and toss axes at the heads.

SECRETS

Warp to Final Level

Play through the game until you reach the end of Blue Lake Woods III. Don't touch the flag at the end of the level. Instead, jump onto the Block above the flag. Press and hold B, then press and hold C. Press DOWN to crouch, then press DOWN and RIGHT to crawl to the right. You are warped to Plethora, the final Boss!

PHANTA STA

THE SCENE

Phantasy Star II is a remarkable game, as anyone who's played it can tell you. It is a very big game, and would take many hours (days, weeks...) to complete. So we decided to help you out by filling in some of the gaps the hint book leaves. In this chapter, you'll learn how to negotiate most of the mazes in the game. You'll also learn a few tricks and techniques to make the game go easier. With the hint book in one hand and these tips in the other, you should be ready to embark on a fabulous, but challenging journey in another solar system - somewhere near the Phantasy Star!

SECRETS OF PHANTASY STAR II GETTING STARTED

To begin with, you need to build up your characters. At the beginning, there are only you and Nei. Soon, you meet Rudo and after that the cast of characters continues to build. Charging up the characters with experience points is a must. If you use the maps (and the secret techniques in this chapter), you'll be able to cruise through the mazes quickly. The drawback is that you won't gain many

experience points in those mazes, and therefore you won't gain levels (and their associated hit points and technique points). So you need to get used to charging your characters out in the overworld.

As you move from city to city in the story, you find that the monsters that attack get stronger and are consequently worth more points. So fight near the latest city to earn the most points. Stay close, though, and you can duck inside to get healed if things get rough.

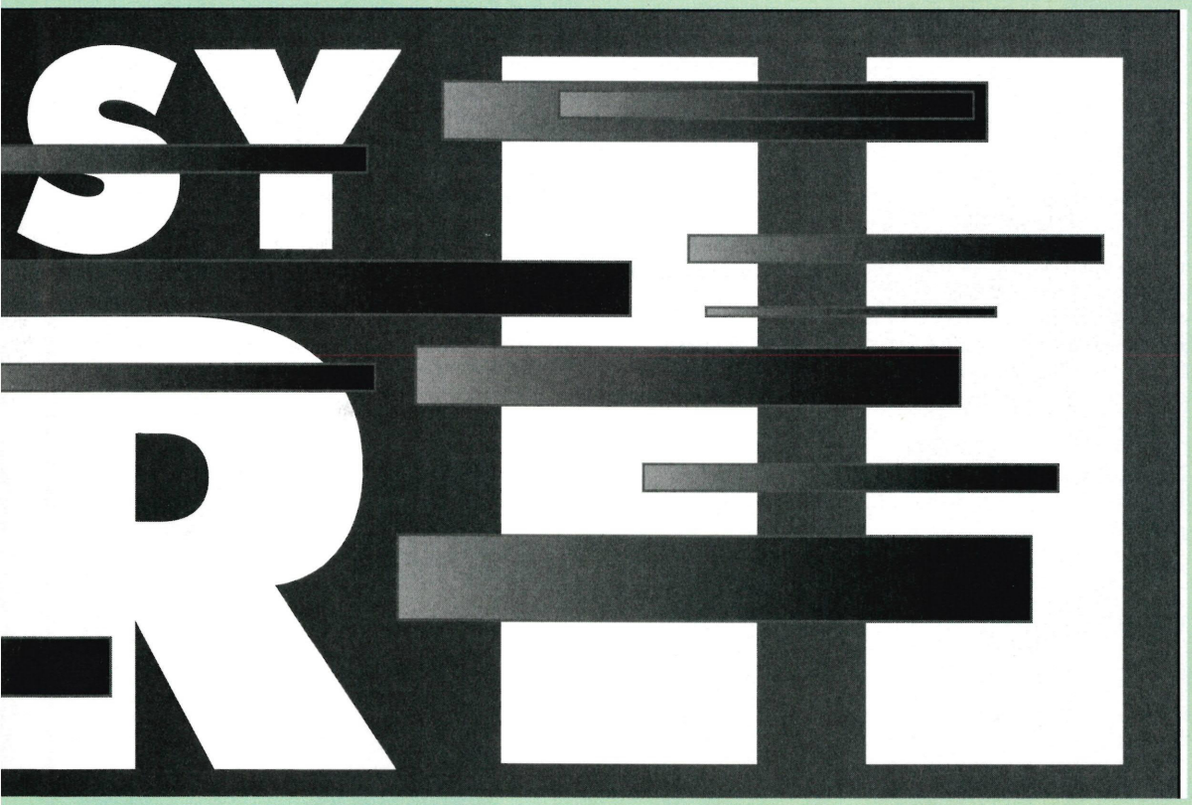
You need to save up money quite often, and this character charging is also the best way to gain the money to buy important items. Try to carry a few Dimates to heal your characters so you can save Technique Points for casting other spells. Later in the game, you need to carry all the Trimate you can. You'll probably need most or all of it, too!

Also remember, each time you add a new party member, he or she starts out very weak. Immediately go to a lightweight area and charge them up slowly at first. If you attack the heavy monsters with undeveloped characters, you might lose them very fast.

Also, be sure to save the game at regular intervals. You don't want to spend hours charging characters or exploring dungeons only to lose it all in an unexpected battle. Remember, even if you usually handle the monsters fairly well, some battles are just unlucky and your enemies will hit you first, and maybe get some lucky shots in. So be prepared. If you have money, clone your characters at the Cloning Station.

WALKING THROUGH THE MAZES

From here, we'll leave it to the hint book to get you into the plot of the game. For the rest of this section, we'll give you walkthroughs of most of the mazes. Some are just too easy, and we figure you won't have any trouble with them. We suggest that you have the hint book handy while reading these walkthroughs. We'll refer to it from time to time. For the most part, we'll let you find your way to the mazes. With the hint book and the fold-out map, you shouldn't have any trouble. Once inside, though, it could be a different story...



SPECIAL TECHNIQUES

Here's a technique for those of you who want to keep your risks to a minimum: This is the so-called invincibility technique. What you do is alternate pressing Button C and Button B as you walk. Button C opens the sub-screen menu; Button B closes it. For some reason hidden deep in the programming of the game, walking this way prevents monsters from attacking you. It isn't 100% reliable, but it does work. In the end, it saves you time since you won't have to fight very many battles or go back to the beginning when you become weak or die. The best way to do it is to get into a rhythm: step forward, Button C, Button B, step again, and so forth. Eventually, you get good at it and it almost doesn't seem like slow motion.

Speaking of which, there is a way to play the game in slow motion or single frame mode. Press the Pause button, then hold down B for half speed or C for frame-by-frame mode. We can't really think of a reason to use this technique, but it works.

BIO SYSTEMS

1) Head East at first, then go North to the chute at the top of the map. Go down the chute there and get antidote from the chest.

2) Then go East and walk into the black pit. You fall down to the 1st level. If you use this pit, you skip the long walk around Level 2.

3) Now go to the chute to the Southeast and return to Level 2.

4) Walk North to the next chute and go to the 3rd Level.

5) Go South and get the Dynamite. Now walk North and all the way around the level until you find the wall to dynamite. Blow it open and then walk down the pit in the middle.

6) To get the Recorder, you have to find the correct block in the Northeast area of the map. See the picture to give you a good idea. Press Button A when you get there.

QUESTIONS AND ANSWERS

How do I get the Jet Scooter? In Roron, walk around the first dungeon. Go to the left (yes, you can walk on the black area), and you'll find it in the bottom dungeon. By the way, the scooter is always parked nearby, even if you teleport to another town. It follows you like a good scooter.

How do I get to Piata? Piata is hard to reach the first time. You have to park the Jet Scooter over on the Eastern edge of the map, in the bay there near some mountains. Then trek it overland to make it to Piata. The way is hazardous. Fortunately, after your first visit, you're able to use the Transporter to get there in the future. Don't worry about losing the Jet Scooter (see the note above this one).

How do I get the Visaphone? To get the Visaphone, take Shir to the Baggage Room in the Central Tower of Paseo. Keep going in and out until she steals it. She meets you back at your home. You can also get Moon Dew and Star Mist the same way by taking Shir to the Tool Shop in Paseo and doing the same thing. Moon Dew revives a fallen party member. Star Mist heals the whole party.

How do I get the Megid and Nasar techniques? Your character (call him Rolf for convenience, though you may rename him) gets Megid when he reaches experience level 35. The Doctor learns Nasar when she reaches level 30. By the way, Megid is the most powerful offensive technique Rolf can learn. It drains half the party's hit points when used, though, so you'll want the Doctor in your party if you expect to use it.

What is the best party to use? The best party may vary from one situation to another, but toward the end of the game, you probably want to use Rudo, Anna, and Kain. Amy and Hugo do have their uses, and some players may want to use them in place of one of the others. Shir is almost useless, unless you need to steal something, of course.

How do I beat Neifirst? Go in with all the best equipment and plenty of Trimate. Use the Laser Knife in both hands. Nei should have the Laser Bars, Rudo has the Laser Cannon, and Anna has the Laser Slashers. Neifirst has about 1400 hit points—far more than any enemy so far. So be prepared to fight to the death.

Is there anything I can do about Nei? Sorry. You can bring her back DURING the battle with Neifirst, but after that... well it's as the man in the Clone Labs says. Listen to him.

How do I beat the Dark Force? Try using Nathu (or Megid) and the Neisword. Use lots of Trimate. If you have Star Mist, have one of the characters use it as needed. Of course, your party should have all the Nei items.

How do I fight the Mother Brain? It's pretty much the same as fighting the Dark Force. Do your best, hit it with your best techniques, and hope you're strong enough to prevail. If you got this far, you should be fine.

CORRECTIONS FROM THE HINT BOOK

There are a few inaccuracies in the Phantasy Star II Hint Book. Not many, though...

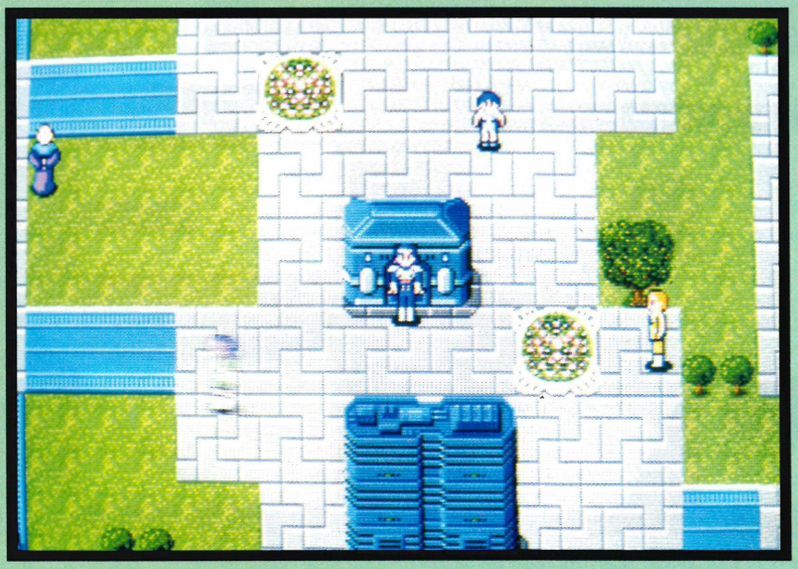
It says in the hint book that the Biosystems Lab has two basements, but it only has one. It's marked as the 4th Level in the book and you get to it by falling down the pit in the centre of the 3rd Level.

Also, there's no Shotgun on the 3rd Level of Shure dungeon, and there aren't any Laser Boots for sale in Zema town.

On the big, fold-out map, the locations of the Blue and Yellow Dams are reversed. However, they are correctly portrayed in the hint book.

In the hint book, it sometimes says there's a powerful enemy awaiting you. In fact, there's no special enemy. The book refers to the more powerful monsters that you encounter normally. There are only three major enemies in the game: Neifirst, Dark Force, and Mother Brain. However, there's a veritable parade of weird creatures - both biological and mechanical - to fight. You won't be bored.

Another strange event may confuse and bother you if you get that far. If you get the Nei Sword in Esper Mansion, the game locks up in Noah Dungeon. To avoid that, get the sword, then go outside the mansion and save the game. Now Reset and start the game from the save. By the way, to get the Nei Sword, you have to have all the other Nei Items (see the maze walkthroughs below).



HOW THE STORY WORKS

The story line in Phantasy Star II controls your actions fairly well. Even though you can explore the world around you freely, the plot is designed to prevent you from getting too far without taking care of business. For instance, you can't get past Darum until you've rescued Teim, and you can't do that until you've got the dynamite from Shure dungeon to blow open the door to the Tower of Nido where Teim is imprisoned. You see? It may seem that you're making the choices, but someone else is at the controls.

Anyway, if you invest your time building up your characters, you're able to roam around without fear of sudden demise. Then you can get to the work of solving the many mysteries that surround you. Don't be surprised by anything. This game is full of plot twists that you wouldn't expect in a video game. Get used to the unexpected.

CLIMATROL

Stairs on first level are in the Southwest corner of the maze. They're easy to find by following the map.

1) Level One is basic. Go to the chute far to the West.
2) Levels Two, Three, and Four are also basic.
3) On Level Five you can take more than one route:

The East Route. 1) Go Northeast and take the first chute heading up. 2) Now take the next chute up (it's to the Southwest). 3) Go East, then turn South to the chute leading down. 4) Take the chute to the South. 5) Go East and chute up to the Eighth Level. Head for the centre to meet Neifirst.

The West Route. 1) Start with the first chute to the Northwest. 2) Take the up chute right next to the one you just exited. 3). Head East, then South to the same chute as step 3 in the East route. The rest is the same.

CONTROL TOWER

The Control Tower is easy enough.

1) Go all the way North to the top of the maze, then turn West.

2) Count the chutes along the top and take the sixth one.

3) Walk South as far as you can go. Pass two chutes along the way. Turn West at the bottom and take the chute.

4) Go South to the chute.

5) As the hint book says, go up and down until you reach the seventh chute along the bottom, then head North to the chute above it. Now your path to the centre of the Level Two is clear. Don't touch the keyboard! Use the Musik technique. The door behind opens and you can get the four cards you need.

RED DAM

Use Red Card to open door.

1) Go to the Northwest chute.

2) Now go South and West to the next chute.

2a) To get the Fire Slasher, go up the chute almost directly South, open the chest you find, and then go back down.

3) Now go down the chute in the Southwest corner of Level 1.

4) Go North and East to the next chute.

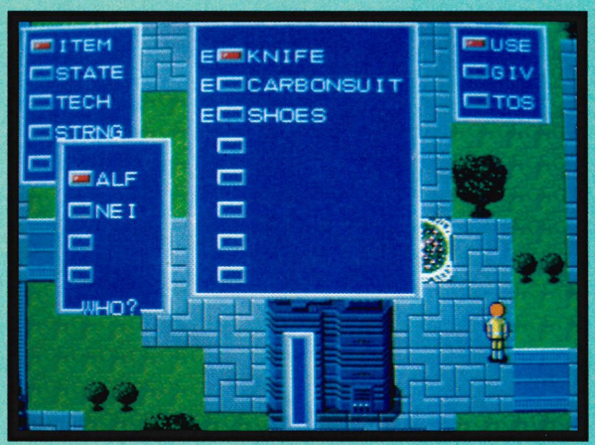
5) Back to Level 1, go West and take the chute there.

6) You're on Level 2 again. Go East and get the Fire Staff from the chest, then keep going to the chute on the Eastern edge.

7) You're back on Level One... again. Go South to the chute.

8) The Sword of Ang is almost directly North. Get it, equip it, then head to the Northeastern chute.

9) Almost there. Go West and South to the next chute. It takes you to Level Two and the way is clear now to the computer. Use the Red Card to open the locks.



YELLOW DAM

1) Once you get through the door, go all the way to the Eastern edge of Level One and go in the lower chute.

2) Now use the chute directly West of where you come out.

3) Back on Level One, now you're in the middle area. Go to the chute to the West and go back up to Level Two.

4) Go up the chute to the Northwest.

5) Only one way to go—up to Level Four. The chute is South.

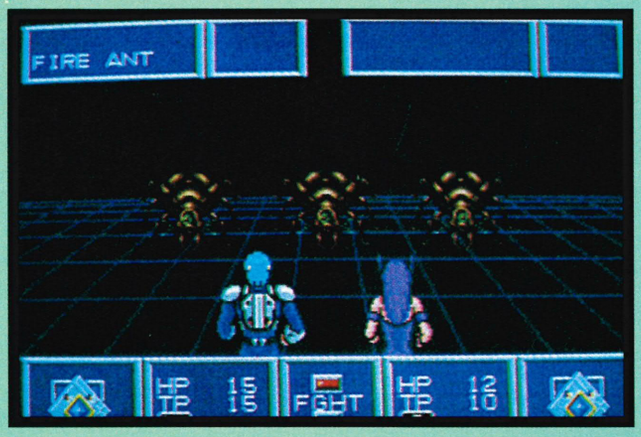
6) Walk around the spiral and go up to get the Amber Robe from the chest.

7) Now go back down and all the way to the East end of the level. Go North and follow the path to the middle spiral. Take the chute there. It leads to the computer. Do your thing with the Yellow Card, and Hinas out of there.

UZO ISLAND

This maze can be tricky... especially when you don't know which tree is the real one (it's the third from the right). To get there:

1) Go East and Up. 2) West and Up. 3) Straight Up. 4) West and Down. 5) West and Up. 6) West and Down. 7) East and Down. 8) West and Down. 9) East and Up. 10) West to Hole. 11) East and Up. 12) East and Up. 13) East and Up. 14) East and Down. 15) East and Down. 16) East to Hole. 17) West and Up. 18) This is it - the Maruera-Tree.



BLUE DAM

The beginning of this dam is pretty simple.

1) Go to the Northern chute on Level One.

2.) Then go East to the chute on Level Two.

3) Now on the Third Level you have a long walk to the chute. Take the first one you come to.

4) Now you're on the Fourth Level. Go up the chute directly East.

5) Walk South to get the Storm Gear and give it to Kain. Then go to the chute just South of the chest.

6) Walk East and fall down the middle pit.

7) Get the Snow Crown, then walk South to the chute.

8) Now back on Level Two, go to the Northwest chute.

9) Finally, walk all the way North, then South to get to what looks like a computer on the map. It isn't the right one, though. Take the chute just East of it.

10) Go up the next chute to the North, get the Wind Scarf, and go back down.

11) Now head East and then North to the next chute.

12) North to the next chute.

13) South, then East to the next, which takes you back to Level 3.

14) South to the chute back to Level 4 , and there's the computer! But you can't go right to it. Of course not!

15) Head East and around the edge to the next chute.

16) You're back to Level Five. Go South, West, and South again to the chute down.

17) To get the Star Mist, take the Eastern chute, then come back and use the Western chute to go up.

18) Walk North and fall in the hole. Here you are.

GREEN DAM

1) Go through the entrance and go South to the chute.

2) Walk North, then West to the first chute you come to.

3) West to the next chute.

4) Get the Truth Sleeves from the chest, then head North and West. Go in the Northern chute.

5) West to the next chute.

6) Now walk West and then East along the outer corridor. It's a very long walk, but you need to go until you find another gap leading into the main area. Walk back in and head West, then South. You find two chutes side-by-side. Take the left-hand one (the one that leads down).

7) Walk West and take the chute there.

8) Walk West and then North and you find the computer... and Army Eye.

GALIA

In the game, it's called Gaila. In the hint book, it's called Gaira. Take your choice. Either way, the maze is pretty simple. Just go as far East as you can. Don't worry about anything else. If (when) you're attacked, run. You can't do anything else, anyway.

SKURE

First of all, there is no special secret in Skure, despite what the hint book says. However, there is one very important item and there's also lots of money. But the hint book reverses their locations. We'll let you find the money you need, but here's how to get the Mogic Cap and find an exit...

1) From the start of the maze, walk North, then take the second turn to the West. Go to the stairs and walk down to the second basement level.

2) From there, walk East, then take the first South turn and use the stairs.

3) From here, walk North and find the room full of chests. Help yourself.

There are actually several places where you can exit the maze. For instance:

1) Starting from the beginning again, walk North and take the first turn West. Follow the path all the way around until it turns back to the East and take the stairs you find.

2) From here, you can go either North or South. You end up in the same place eventually. If you go North, get the chest, then take the next stairs.

3) Go South to another set of stairs.

4) Go North and turn East when you come to the T intersection. Keep going and you'll find the exit.

Try other routes if you're adventurous.

GUARON

1) First, walk North, through the gates, then to the second turn West. Go to the first Northern turn and walk to the top, turn West again, and follow the path until it turns South. Head out the first Western gate and into the trees. Just Southwest of you, there are two gates back into the dungeon. Find your way through the Eastern-most gate, then walk to the East and up the stairs.

2) The next levels are easy enough. Walk up six more flights of stairs, avoiding the pitfall in the centre.

3) Now you're on the Eighth Level. Walk West and then around the spiral until you get to the chest containing the Nei Cape. Head back the way you came and find the stairs up (just North of the stairs you used to get here).

4) Now climb eight more stairs. Don't goof here! If you fall down the centre pit, you go all the way down to level one again. You can stop on the Ninth Level to get the Cryst Cape, or continue up to the Sixteenth Level.

5) If you've been getting plenty of exercise, you'll make it to the Sixteenth Level. See that chest? Go get it. It contains the Nei Armour. Let Rudo equip the Nei Armour and split the scene.
Ikuto

If you follow these directions carefully, you'll avoid wasting your time in the dreaded Sixth Level basement:

1) Walk to the West and into the first pitfall.

2) Walk South and into another pitfall.

3) Walk West to the second pitfall.

4) Walk North and into another pitfall.

5) Walk North again and into a pitfall.

6) Get the Nei Shot from the chest just Southwest of your landing point. Equip Rudo with the Nei Shot, then use Hinas to get back out again.

7) Back from the beginning again, walk due North and into the middle pitfall.

8) Walk South and into the middle pitfall.

9) Go North, then West and into another pitfall.

10) Walk East and, yes, into another pitfall.

11) North again, and into a pitfall again.

12) You'll land in a square area bounded by four "rocks." Head East until you get to another, identical-looking area. Keep going East, but turn South as soon as you can and keep going South. The Nei Slasher is at the end of this path. Give the Nei Slasher to Anna and let her equip it. Replace the Fire Slasher. Now you're done here, so it's Hinas time again.

NOAH

1) Level One: Head East, then North to the first stairs.

2) Level Two: Take the first stairs West next.

3) Level One: Head West, then North and East until you reach the wall. Turn North and take the first turn West. You find a stairway ahead. Take it.

4) Level Two: Go North to the next stairway. It's your only choice.

5) Level One: Walk West and take the first stairway you reach.

6) Level Two: Go North and East, pass the first stairway, and take the next one.

7) Level One: The next one is due North.

8) Level Two: There's only one choice here.

9) Level One: Again, there's one choice only.

10) Level Two: Again, it's obvious.

11) Level One: Go South and East.

12) Level Two: Go East and South.

13) Level One: Walk East, then North, but beware. It's about to get hectic. You're about to meet the Dark Force. Are you ready? And after that?!?!!! You're on your own now.

MENOBE

1) Begin this dungeon by walking all the way to the Northeast corner of the maze, then walking through the gap. Take the first West turn you can, then walk to the stairs just South.

2) When you exit the first staircase, look around you. See the downward stairs just Northwest of you? Find a safe way to them, and go downstairs to get the Nei Crown from the chest. Then go back up the stairs.

3) Return the way you came, then head North through the gap to the outside path. Then turn West and follow the path all the way to the Western edge of the level. Once you start heading South, pass the first gap, then turn East at the second gap. Go North at the first opportunity, and walk up the stairs at the end of that path.

4) Go East, walk all the way to the Eastern edge, then take the first turn you can Westward. Go North and to the Stairs.

5) Take the Eastern path to the South, then walk West along the edge of the area. When you must, head North, then West, then South again. Now turn West at the first gap you come to. To the South is the next stairway. Get the Nei Met and go back up. Rolf should equip the Nei Met, then Hinas out of there.

CREVICE

In the Crevice, the maze is pretty simple.

1) Head East, then North to the chute.

2) Walk all the way around to the second (most Eastern) chute you come to.

3) Then walk West, North, and East to the next chute.

4) Finally, walk South to a chute, then West to another chute. You're out!

THE SCENE

Mickey and Minnie were dancing in a lovely meadow when the evil witch Mizrabel snatched Minnie and took her away. Mickey followed Mizrabel to the gates of a huge castle where Mickey meets an old man, who tells him Mizrabel's plot: to steal Minnie's beauty for herself! Mickey's task is to rescue Minnie by finding his way through the Castle of Illusion!

LIVES AND CONTINUES

You have three Tries to finish the game. The Power Gauge measures how much energy you have left in your current try. Every time you're hit, you lose energy from the Gauge. If the Gauge runs out, you lose a try. When you run out of tries, it is possible continue the game, but in Practice or Normal mode only. You start from the beginning of the last level you reached.

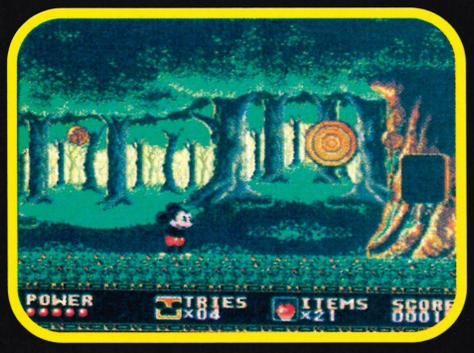
SCORING

Score points by gathering special items, defeating enemies, and finishing levels. At the end of each level, you get three Bonuses.

The Clear Bonus is earned for finishing the level.

The Technical Bonus is the number of Power Spheres you have left times 1,000.

The Secret Bonus is the number of items you have left times 1,000.



SPECIAL ITEMS

To rescue Minnie, you have to find seven gems. Each gem is guarded by a boss. Play through the entire game to collect all the gems!

The bag Mickey occasionally finds holds ten items to fling at foes. When you have the maximum thirty items, and pick up a further bag, you score 1,000 points.

Mouse Ears add to the amount of tries you have left. You also earn extra tries at 40,000 points and at every 50,000 points thereafter, to a maximum of ten Tries.

stars increase the Power Gauge. If the Gauge is full, you'll score 1,000 points.

White gems are worth 100 points.

WEAPONS

Your most dangerous weapon is your rear end! By pressing the Jump button twice, or by jumping and then pressing Down, you activate the bounce attack. Bounce off multiple enemies for more points.

There are three different weapons to collect along the way: apples, Candles, and Marbles. Throw them at enemies to clear yourself a path. However, if you're playing for maximum points, hold on to as many of these as possible, to increase your Secret Bonus at the end of the level.

MICKEY MOUSE CASTLE OF ILLUSION

FRIENDS

Minnie is Mickey's, ahem, best friend, but she's under the spell of the evil Mizrabel! Save her!

ENEMIES

The bosses are your toughest foes. Before you find a gem, you have to defeat the boss guarding it. There are seven in all (for the Normal and Hard modes).

When you have all the gems, you face Mizrabel! Defeat her and rescue Minnie!

GENERAL TIPS

This section applies to the Normal level of difficulty. In the Hard mode, there are more enemies, and some items are different (an Apple in the Normal mode may become a White gem in the Hard mode, for example). The basic strategies for defeating the game remains the same in the Normal or Hard mode.

If you plan to play for points, don't throw items unless you absolutely have to. If you just want to get through the game, go ahead and use them whenever you want.

There are two ways to use your bounce attack: by double-pressing the button or by jumping and holding DOWN Practice both methods until you find one that you're comfortable with. We found that jumping and holding DOWN was more intuitive.

Each level has been broken down into sections. When the screen fades to black, and you appear in a new area, you've entered a new section.

LEVEL ONE: THE ENCHANTED FOREST

LEVEL 1-1

Start walking to the right. You meet up with your first enemy, a tree stump. Give him the bounce attack to see him off. Continue to the right and you find a group of apples in the trees. Grab them, because you may need them later!

Keep walking until you find the swinging rope. Jump onto the rope and you swing over the mushrooms, gathering the stars in the air. When you're swinging on a rope, you're invincible, something that comes in handy later!

Watch out for the Tulips past the rope. They spit poisonous seeds into the air. Stay close to them and let the seeds fly over you, then bounce attack them.

LEVEL 1-2

Move to the right and you find the first of a series of vines to swing on. Play Tarzan and swing to the right.

When you grab onto the third vine, wait until you start swinging to the right and then let go of the vine, hugging the wall to the right. You enter a hidden cubby hole with a bag of apples. Take the bag and then jump to the left, getting back up to the vines.

When you get to the fourth vine, drop down against the right wall again. This time, the cubby hole holds Mouse Ears. An extra life! Collect the life and jump back up and continue going to the right.

When you reach the downhill slope, start running down the hill. A huge apple starts rolling down the hill behind you! When the apple's about to squash you, jump up.

LEVEL 1-3

The next section has only two stars to collect, but lots of enemies! Stay on the leaves toward the top of the screen to cross the path of one of the stars. Some of the leaves move when you land on them, so be careful.

Keep an eye out for the spiders. The butterflies are even worse, because they blend in with the background. Just stay at the top of the screen and move to the right to find the exit to the next section.

LEVEL 1-4

As soon as you move to the right, the sky turns dark and cloudy! Jump into the tree to get the apples, then move to the right to gather a few more.

There's a jackpot in the branches of one of the high trees. To get there, bounce attack from ghost to ghost. .

When you collect the goodies, fall back down to the ground and go into the hole to the left. Drop down to the tunnel leading to the left. Walk into the tunnel and keep walking. You'll go right through the wall and end up in a hidden room with White gems and a Star. Take all the items and then return to the right, through the wall.

Jump back up to the trees and move to the right until you reach a tunnel. If you're at the lower tunnel, get up to the higher tunnel by jumping up the tree branches.

There are three bags of apples in this cave. Collect all the bags so that you end up with 30 items, and score some bonus points too! Once you've got all the bags, go down and right to find the exit.

It's your first boss, the Rolling Log! it is possible to defeat him without using any apples at all, and here's how. Stay near the middle of the screen and leap over the Log as it rolls left, and then right. Try to land in the middle of the screen to give yourself room to dodge the falling acorns. Finally, bounce attack the Log. Return to the middle and get ready to repeat the attack!

If you want to use apples, winning is even easier. Stay at the left side of the screen, leap the Log, and throw an Apple after the acorns fall. You won't even need to dodge them!

When you defeat the Log, the red gem appears. Jump up to take it and you're one step closer to Minnie!

LEVEL TWO: TOYLAND

LEVEL 2-1

Start walking to the right and you see an exit sign! You can't leave yet, though. You have to find the key to get out, and the key is way above you! Get ready for lots of climbing and jumping!

The toy soldiers march down at you almost every time you're on the stairs. Wait until the soldier is on the step above you, then jump into the air and bounce attack as he drops down onto the step where you were.

The question mark blocks are filled with jack-in-the-boxes. Don't jump onto a question mark block until the jack-in-the-box goes back inside. bounce attack the jack-in-the-boxes if you want to.

On the way up the stairs, you find a few groups of single blocks. Jump up these blocks to find items. The first group of single blocks has a star above the top block. The second group has a bag of apples! To get the bag, bounce attack off the toy plane flying above you.

You know you're almost at the key when a torrent of toy soldiers start to pour down the stairs. Keep going upward until you find the key. Grab it and all the stairs behind you straighten out!

Run down each stairway and grab the white gems. When you reach the exit sign, walk into the door!

LEVEL 2-2

Walk to the right and use the spring to bounce up to the ledge leading left. Walk left and throw apples at the two middle yellow blocks to destroy them and uncover a star. Walk through the newly created tunnel to get the star.

Follow the pathway to a group of floating blue blocks. Work your way down the blocks, staying near the right side of the shaft. When you spot a group of four yellow blocks, jump into the wall and you land next to the blocks. Break the lower two blocks to uncover a star.

When you reach the bottom of the shaft, walk to the right. You'll have to cross a series of jellies! Keep jumping so that you don't sink into the gelatinous pits.

One of your new opponents come in very handy! When the clown on the unicycle comes onto the screen, throw an item at him. You destroy him, but his unicycle keeps moving! Jump over the cycle and it rolls past you, running over the toy soldiers! Watch out for the cycle as you move to the left.

Once you pass the cycle and start walking to the right, you're almost done with this section. Walk to the right, throwing items to break the yellow blocks in your way. Remember to break the blocks before you pick up the bags of items. This way, you constantly recharge to 30 items. There's a star in one of the blocks just before the exit.

LEVEL 2-3

Go to the right and you come to a strange-looking item with arrows pointing up and down. Grab the item and the entire screen flips upside-down! Any enemies on the screen are destroyed when you flip the screen, so wait until a bunch of baddies are visible before you take the item.

Keep walking to the right, flipped screen or no flipped screen, until you reach a long ledge. Jump onto the ledge to grab two bags and a star. That's not all, though! Throw an item at the yellow block to uncover another star.

Walk off the ledge and continue moving to the right. There's a star and a marble high in the air past the ledge, but you need to bounce off an enemy to reach them. Go to the right. bounce attack off the toy soldiers to grab the stars in the air just before the exit sign.

It's a Killer Clown! Move to the far left side of the screen and duck down. The Clown bounces over you, but he never hits you. He also punches, but if you're ducking, he misses.

After the Clown punches, four springs fly into the air. If you're on the far left, the springs don't hit you. Once the springs land on the ground, use them to bounce attack the Clown. As soon as you bounce off the clown's head, steer to the left so that you land back on the far left. If you don't land there, the clown damages you when he jumps into the air. The Clown takes a good amount of punishment, but he can't survive your attacks too long. Defeat him to collect the orange gem!

LEVEL THREE: THE STORM

LEVEL 3-1

Go to the right and fall into the hole. Walk down the steps until you reach the ground. Move to the left and walk through the tunnel into another secret room! This one's teeming with white gems and a bag. Grab them and walk back out of the room.

Jump back up and walk to the right. Jump over the next hole it's a huge waterspout that won't lead anywhere. Then jump over the bridge. Every part of the bridge you touch falls into the water a moment later!

Jump over the next hole, but watch out for the bonefish! Keep moving to the right until you walk past a second bridge. You come to two holes, with a skinny wedge of land in between them.

If you want (or need) stars, jump into the right hole. This waterway leads to two stars, high above a bridge (bounce off the mushroom on the right side of the ledge to get up to the stars). Otherwise, jump into the left hole. The current carries you right to the exit!

LEVEL 3-2

This section doesn't have too many enemies. What is does have is lots of tricky jumps! You have to be an expert at jumping to make it through this section. As you move to the right, stay as high as you can go. This helps you to avoid the attacks of the bats and bonefish, and collect stars.

In the first half of the section, you have to walk past waterfalls. These falls are harmless. In the second half, watch out for torrential waterfalls that spurt on and off. Don't try to jump through these, or you'll wipe out! There's a deadly waterfall just before the exit. Wait for it to pass, then jump across to finish the section.

LEVEL 3-3

This section has dangerous rapids. They flood the bottom of the screen at regular intervals. To get past them, wait on a high ledge until they start to recede, then drop down and run to the right until you reach another high ledge. Jump onto the ledge, wait for the rapids to rise and fall, then move again.

If you get caught in the rapids, you take damage and be carried back to the left side of the screen. Don't lose your cool. Just concentrate harder and keep moving to the right.

Near the exit, you are attacked by bats. Duck down on the ledges to avoid the bats. Don't jump around when you're this close! You may fall into the rapids and be swept way back to the left.

The boss is actually a bunch of Frogmen. Each Frogman leaps from the pillar on the right side of the screen. The first four Froggies land between the fifth and sixth blocks (from the left side of the screen). If you time your bounce attack properly, you hit them.

The fifth and final Frogman lands on the fourth block. Adjust your position accordingly.

This is one Boss where throwing items is actually the best way to defeat him. If you want to use this tactic, just stand at the far left and hit each Frogman with an item as he lands. However you do it, defeat this boss to gather the third gem!

LEVEL 4-1

Start walking to the right. Watch out for the bouncing letter 'A's. They're the toughest enemies on this entire level! Keep going to the right until you reach a milk bottle. Enter the bottle to find a level within a level!

LEVEL 4-2

This level is really quite easy. Just go to the right, avoiding the attacking dolphins. There are ledges, bridges, and other jumpable things. Keep moving until you find the exit sign. Collect the green gem and be sent back to the Library, next to the milk bottle!

LEVEL 4-1 (Again)

Move left and jump up the books until you spot swinging chains above you. Use the chains to swing to the left. Whenever you're holding onto a chain, the lights go off; when you let go of the chain, the lights turn on again. Remember that you can't be hurt by anything as long as you're swinging.

Move left, up and right. Watch out for the books above you! They slam down and try to squash you. Duck into the nooks and crannies to avoid them. Keep following the path until you reach a teacup. Dive into the cup to enter a hidden bonus area!

You can't throw items in this area; you just have to avoid the sugar cubes. Swim to the right and gather stuff as you go. When you reach the eight side of the area, you reappear on the handle of the teacup.

Move upward until you find a giant apple. Don't worry, it won't hurt you. Jump onto the chain and swing across to the right. Keep walking until you reach a second hole. Drop down into this hole and walk to the right to enter a door. The door takes you to a hidden room below the exit of the level. Get the stars and the bag in the room, then go back up via the door.

Walk to the left and go back to the big apple. When you jump onto the chain just right of the apple, it rolls down the ramp. Drop onto the ramp and run down to the bottom, where you find a second teacup. Do some more swimming and collect some more goodies.

When you exit the teacup, walk to the right until you find another milk bottle. Go inside to face the boss!

Stay on the centre island. Wait until he comes out of the milk. Sometimes, he goes high onto the screen, while other times, he goes very low and heads for you. Time your jumps so that you bounce attack his head. If he emerges from the milk and he's right next to you, quickly throw an item to hit him. When you take care of him, you'll earn yourself the blue gem.

LEVEL FIVE: THE CASTLE

LEVEL 5-1

Start walking to the right. Leap up for the candles. Soon after your first candle, you'll encounter a knight! These guys throw boomerang maces. You can bounce off the maces as well as the knights.

Jump over the hole and keep going to the right. Watch the eyes of the knights closely. When the eyes start to glow, jump away before the knight swings his axe and hurts you!

Fall down the next hole and walk to the right, jumping over the knights. Don't kill them. Walk up to the right wall and wait for the knights to head toward you. Bounce off the knights and bounce over the wall. You find a secret room with four candles and two stars.

Walk to the left, out of the room. Move next to the falling blocks and wait until the block on the right falls. When it starts to raise back up into the room, run to the left before all the blocks fall down on you!

Keep going left and you find two more groups of falling blocks. This time, some of the blocks won't fall, so you can pause underneath them while the other blocks fall down. In the first group of blocks, watch out for the second and fourth blocks. In the second group, avoid the first and fourth block.

Jump onto the falling platform and ride down. From here, work your way to the right. When you run down the slide, jump before you plunge into the pool of pink lava! Then use the holes to duck beneath the ball rolling back and forth.

The next tricky section involves pools of lava and bubbles. You can bounce attack off the bubbles if you like, or just jump past the pools when the bubbles sink back into the lava.

Jump onto the falling platform and fall downward. Jump off to the left before you enter the lava. Now you'll have to jump across two large pools of lava, using quickly sinking platforms. Jump across the pools quickly!

Cross over the skull bridge and watch out for the bats. When you reach the exit sign, a gem appears in the shaft to the left. Fall into the shaft to get the Indigo gem!

LEVEL 5-2

This is a tiny section that you need to finish in a hurry. There's only one thing worth finding here, a bag of candles. Don't worry about the bonefish; you can outswim them, and they're not smart.

If you want to swim to the exit, take the top path, then the bottom path. If you want the bag, take the top path, then the middle path. Wait for the bonefish to turn around before you grab the bag. Once you have the bag, swim back to the left and take the bottom path.

LEVEL 5-3

Catch a ride on the wheel and you can ride up to the gears. Some of the gears fall when you jump onto them, but others won't.

Watch out for the first group of plungers. Run to the left after the first one comes down and wait between the plungers until the next group raises up, then scamper past.

Jump up the gears on the left side to gather a star, then head to the right. Use the pendulum to ride to the right, and hop the gears across. From here, you have to navigate two more plungers, and lots more gears, before the exit. Watch out for the bat that appears just before you touch the door!

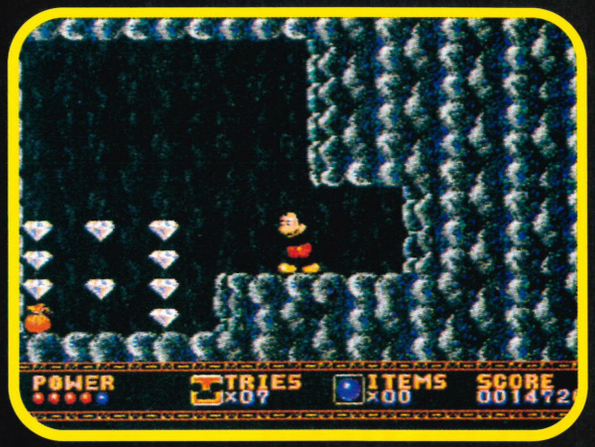
The final boss is a rather large peasant-looking chap! When he jumps into the air, position yourself so that you are right in front of him when he lands. When he grits his teeth, bounce attack his head while he swings his weapon. Land far away from him and wait for him to make his next move. Repeat your attack until he dies.

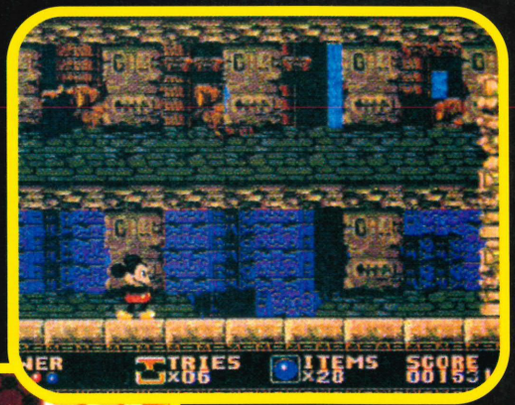
You've got the last gem! Now it's off to the final battle with Mizrabel.

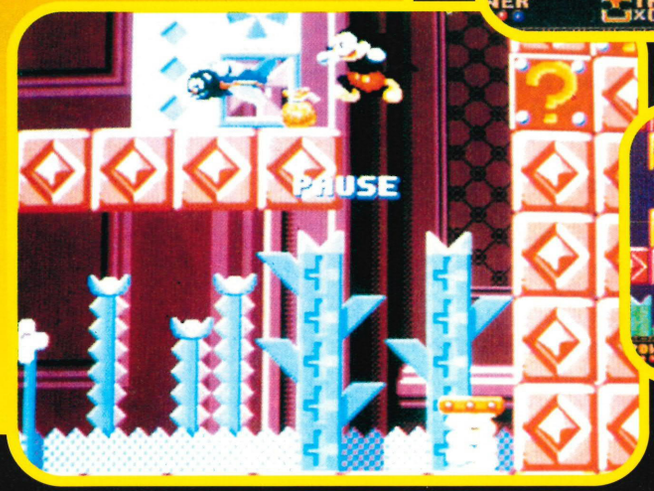
Jump up to the block in the upper-left. When the lightning ghosts appear around Mizrabel's body, bounce attack them until they fly away, then bounce attack her head. The farther away she appears from the upper-left ledge, the faster you have to move to bounce attack. You need to hit her five times to defeat her and rescue Minnie!

MAXIMUM POINTS TIP FOR REAL SCORE BORES

Jump onto the second vine in level 1-1 and stay on it. You'll score close to 100,000 points an hour by swinging into the butterflies that flutter onto the screen every few seconds. You can build up ten men at the start of the game using this trick, but you'll have to wait several hours for your score to climb that high, if you can be bothered that is.







THE SCENE

Older players may remember playing this game before - it was an arcade classic way back in 1984! Now it's come to the Megadrive, looking better than ever! The goal is simple: steer your marble through six danger-filled races. Can you finish the Ultimate Race?

PLAYERS

Marble Madness is for one or two players. The game is slightly different when two players are competing (this is explained below in Lives and Continues).

SPECIAL ITEMS

Every once in a great while, a Magic Wand appears and gives you 10 bonus seconds on the timer. Make this extra time count!

BEGINNER RACE

STEELIE
When you reach the first downward ramp, you meet up with the Steelie! Use the Turbo Boost to build up speed and knock the Steelie off the ledge. You earn 1,000 bonus points if you can do it! Of course, you can always just dart past the Steelie and go for a faster time (after all, 1,000 points aren't much).

MARBLE MUNCHERS
The Marble Munchers are slow, but if you run into one, the Marble becomes dizzy for a few seconds! Don't get munched!

SECOND STEELIE
Another Steelie guards a pipe that takes the Marble down to a short path to the Goal. Get past the Steelie (or just knock him out of the way) and enter the pipe.

ICE
Hold down the Turbo Boost as you slide across the ice. Otherwise, you slide off the ledge and plummet off the screen!

SCORING

Points are scored in several different ways: by covering distance on your way to the Goal, by getting to the Goal as fast as possible, and by earning a Bonus. There are several ways to earn Bonus Points: finding shortcuts through certain areas, defeating enemies, and making extra-tough jumps. Experiment to see how many ways

PRACTICE RACE

This Race is just a warm-up to let you get used to the controls. There are no enemies, and you should be able to finish the Race in under 10 seconds to score plenty of bonus points!

LIVES AND CONTINUES

There are an infinite number of lives, but your real enemy is the timer. You've got to finish each Race within the allotted length of time. If you run out of time, the game is over! If you finish Races quickly, you may earn extra time in the next Race.

In a two-player game, the player who wins each Race gets five bonus seconds in the next race.

You can't continue the game if you run out of time - you've got to complete the entire game with one Marble!

WEAPONS

Since you're a mere glass spheroid, you don't have any weaponry. You can, however, knock Steelies off the ledge to earn bonus points (if you're going fast enough to do it!).

ENEMIES

Here are the seven major enemies and obstacles you'll face in the game.

Acid Slime sloshes around on the ground. It dissolves your Marble!

Hammers won't crush the Marble, but they try to knock it to its doom!

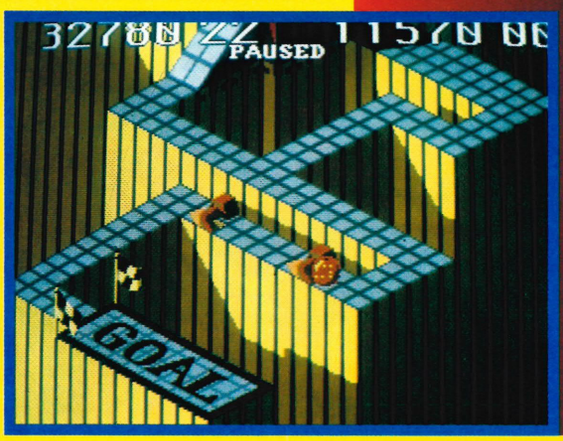
Hoovers suck up the Marble! Use the Turbo Boost to blast past them.

Imwams are little pistons that shoot up from the ground and try to knock you silly!

Marble Munchers jump into the air and gobble you up! Don't run into them or the Marble becomes dizzy.

Steelies are black Marbles with bad attitudes! Knock them off the screen to score 1,000 points.

Terrordactyls have razor-sharp beaks. Don't get pecked!



GENERAL TIPS

Keep practising! The key to success in Marble Madness is becoming familiar with each of the Race courses. Once you know where to go, you're able to react faster and post a better time.

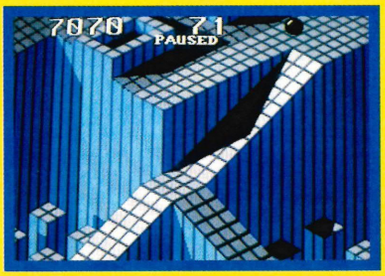
Use the Turbo Boost! You should always be Turbo-ing through the course unless you're squeaking through an area that requires precise manoeuvring.

INTERMEDIATE RACE

Tight Tunnels
Lay off the Turbo Boost when you're going through the tunnels at the beginning of the Race. If you don't, you end up bouncing back and forth instead of passing through them!

Acid Pools
The Acid Pools tend to stay on the right side of the Race course, so weave to the left to pass them.

Making Waves
When you go across the water pool, don't get caught up in the waves! Instead, move between them. You could always take the alternate path and avoid the water altogether, but that's wimpy!



ULTIMATE RACE

Down the Ice
When you reach the ice patch with the Steelie below it, make sure to move straight down the centre of the ice. If you hit one of the steel outcroppings, you bounce off-course and fly off the screen.

The Final Stretch
The key to the final path is to take it slowly. Move from one segment to the next as they appear. If you fall and break the Marble, your next Marble appears on one of the solid portions of the path. The space between the Goal flagposts is very tight, so squeeze though them carefully!

AERIAL RACE

Reverse Turbo

When you fall off the ramp at the start of the Race, Turbo Boost and hold the controller up to prevent the Marble from rolling off the ledge!

SILLY RACE

Small Steelies (and Munchers)

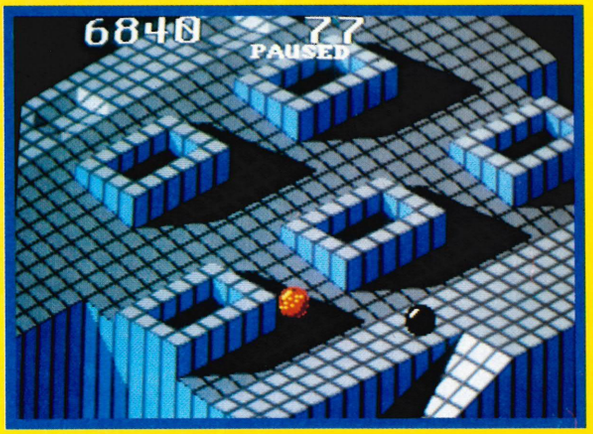
When you reach the area of miniature Steelies and Marble Munchers, squash them! You earn three bonus seconds for every one you squash, which means you can leave this area with more time on the clock than when you reached it!

Catapult

After you get shot across the screen by the yellow Catapult, you have a choice of two paths to take. The path on the left is more dangerous than the path on the right, but you can generally make better time on the left path (if you're a skilled player). Make your choice!

Terrordactyls

Getting through the Terrordactyls is pretty easy. Sometimes, even if you get destroyed by a Terrordactyl, your next Marble appears on the right side of the screen, allowing you to quickly dart up the ramp and head for the Goal.



Hammer Time

A group of Hammers guards the path just before the Goal. When the Hammers recede into the path, Turbo Boost past them. Even if you fall off the ledge, you should restart at a position past the Hammers.

SECRETS... OR NOT

The Magic Wand appears totally at random. There's no special trick you can do to make it show up. If you get the Wand, consider yourself lucky!

KING'S BOUNTY

SCORING

The only task to complete is to find the Sceptre. Everything else is secondary. You score points by destroying Dragonbreath's minions. Each of your followers killed subtracts from your score, however, in order to earn the highest score, you've got to kill a few and lose few. First, pick your difficulty level. This determines your scoring opportunities.

LIVES AND SCORING

You have only one life, and you won't die during the game. However, you are a General and your troops live or die according to your leadership. If all your troops are wiped out, you end up back at the castle looking for more likely recruits.

There is a Password option in this game, but be forewarned: The Password does not retain your revealed map areas and you don't retain any of the magic spells you bought or found. It's almost easier to start again. Most games of King's Bounty don't take all that long anyway.

THE SCENE

It's an old story, told and retold throughout history. The land was at peace with a benevolent king on the throne. But all that ended as the evil and most powerful Arech Dragonbreath stole the magical Sceptre of Order. Without the Sceptre, the land was thrown into chaos and Arech and his evil legions roamed freely doing what evil legions do best.

As usual, that isn't the end of the story - rather, the beginning. So now somebody has to find the Sceptre and return it to the King. That somebody is you...

Sounds easy enough, doesn't it? But Dragonbreath has decided to make things difficult. He's buried the Sceptre somewhere on one of the four continents, and he's shredded the map with his scaly claws and given pieces to his 16 Generals, kept one, and hid another 8 pieces with certain objects of power. Then he relaxed to his nasty enjoyments, secure in the fact that nobody, not even a hero, could find the Sceptre.

WEAPONS

Your main weapons are your troops, each of which have their own weapons and skills. For instance, Pikemen carry pikes while Archers have bows and arrows. Other creatures have magical attacks or special abilities. The creatures who might be your troops may also be your enemies. Knowing their strengths and weaknesses is a big help. There are five types of creatures, depending on which area they come from, be it from castle, plains, hills, forests, or dungeons.

Some creatures have magic or special attacks. Also, each creature has a Morale Class. Creatures of the same Morale Class get along best together and when your whole troop is of the same Class, their morale may be High, which makes their attacks 50% more effective! A Low Morale means a drop of 50%.

After each creature's name are letters if appropriate. The first letter is the Morale Class with a number indicating the creature's skill level, followed by codes that describe their special abilities. Morale/Skill level + F = Fly; M = Magic; S= Shoot (or long distance attack); X = Extra Ability

CASTLE

Militia (A/2) are not much better than Peasants in armour and should be used sparingly.

Archers (B/2-S) are good troops to have early. Their arrows attack any creature in the conflict from long distance, and they have 12 shots in each battle.

Pikemen (B/3) are sturdy, hard-hitting men who wreak havoc on many lesser enemies. Though slow moving, they are excellent troops to have at any point in the game.

Cavalry (B/4) are fast and fairly powerful. Hire them after your first promotion from the King. Cavalry is reasonably effective, but isn't one of our favorite troops to use.

Knights (B/5) only become available after the King has promoted you several times. Knights are amongst the most effective troops in the game, particularly against Dragons, which are virtually unaffected by most attacks. If you're going up against Dragons, the best troops to have would be Knights, other Dragons, and hundreds of archers of some kind. Knights are hard to control as they are, themselves, leader types.

PLAINS

Peasants (A/1) are little more than cannon fodder. They are virtually useless unless in large numbers, and though cheap to hire, they die in prodigious quantities. It's usually better not to use Peasants unless you don't care about your final score.

Wolves (D/2) Travel long distances during a battle, and are somewhat effective against certain enemies. However, they are pretty weak as troops and not highly desirable.

Nomads (C/3) are mounted troops with good mobility and average fighting ability. They aren't easy to control and don't have much effect against the more powerful creatures in the game.

Barbarians (C/4) are pretty good fighters, but aren't the most effective troops around.

Archmages (C/5-F-M) are useful because they fly and their Fireball attack is reasonably effective, though they are only able to use it twice per battle.

FOREST

Sprites (C/1-F) are tiny forest creatures who fly. They are easily defeated however, and usually die in hordes. Also, they are the only flying creature that you can't use to fly over the map.

Gnomes (C/2) are small, tough creatures who fight rather poorly, if the truth be told. They provide some reasonable resistance in battle, but aren't among the elite soldiers of the realm.

Elves (C/3-S) are the best archers in the world. They are accurate and effective with their attacks, and fire up to 24 times during any battle.

Trolls (D/4-X) are nasty green giants with the ability to recover their hit points fully between rounds of a battle as long as they aren't killed. If you go up against other Trolls, you have to be powerful enough to kill them with one attack. You can't wear them down.

Druids (C/5-M) are magic users who throw lightning bolts at their enemies three times in a battle. This is an effective attack with lower types of enemies, but becomes insufficient later on.

DUNGEONS

Skeletons (E/2) are like dead Militia. They come cheap and die pretty fast, too. They are a little more durable than Militia, however, but their undead nature may make them incompatible with many other troops, as is true of all the dungeon creatures.

Zombies (E/2) are not much better than Skeletons, and they're slower as well. They are a little more durable.

Ghosts (E/4-X) are unique. For each enemy they kill, they gain one in their own ranks. Makes sense, doesn't it? However, there is a danger when recruiting Ghosts. In the week when all Peasant dwellings are replenished, all Ghosts in your employ turn into Peasants. Bummer!

Vampires (E/5-F-X) are insidious creatures who heal their own wounds from the damage they do others. According to the King's Bounty manual, they only heal hit points, but our experience is that they actually resurrect lost members (like Ghosts). So if they kill more of an enemy than they lose, they always come out even in the battle. That makes them excellent troops against most of the armies you face. Only when you get to the last three or so generals do the Vampires' abilities to regenerate their troops come to naught.

Demons (E/6-F-X) are among the most powerful creatures in the game, and may cut down any troop they attack by half with one blow. Otherwise, they do a fair amount of damage in ordinary attacks. However, in practice, we've found them vulnerable and you lose lots of Demons against the stronger armies.

If you check the Morale Chart that came in the King's Bounty manual, you also see the combinations of Morale Classes and what happens when you combine troops of different classes. You notice that you only get High morale by combining all C or D classes together. For instance, a devastating troop could consist of Wolves, Trolls, Orcs, Ogres, and Dragons. However, more practically, a troop of many Orcs, Dragons, and perhaps Trolls would be sufficient to destroy most armies. Another excellent army combines Vampires, Demons, and Dragons. They are all strong characters, all are able to fly (making movement much easier) and they get along at the Normal level of Morale.

Here's a chart showing the effect of Skill Level on attack effectiveness. Remember, if you have the Sword of Prowess, your attack is more effective. And if your party's Morale is high, it is even better!

GENERAL TIPS

One of the most important things to learn about King's Bounty is which armies match up best against each other. You find by experimentation that some creatures simply don't stand a chance against certain others, but are quite effective with some. There are lots of combinations, so experiment with different kinds of armies and different attack strategies. Try using long-range shooters to get rid of any long-range threat from the enemy while and position your most powerful forces as a shield to take on the ground troops. In many of the early encounters, your Archers, Orcs or Elves wipe out all the enemy troops while your other legions wait and don't take any risks. There are two basic ways to play King's Bounty: the Exploration Method and the Brute Force Method.

FRIENDS

The King is your only real friend. Actually he's your employer and pays for your troops and any other expenses. However, he's a little tight and you won't be able to count on unlimited funds. In time, however, you'll be able to increase your commission and also find money here and there. Each time you defeat an enemy general, you also gain a substantial reward.

ENEMIES

You've got lots of enemies. Each of the four continents is teeming with nasty groups of creatures, most of whom attacks you given the chance. A few offer to join you, and, if you're powerful enough, some run away.

The 16 Generals are all holed up in castles and they don't run from a fight. To earn your reward for beating them, obtain a contract from a town. If you defeat a General without a contract, he (or she) escapes and you have to defeat them again elsewhere, though the second time is usually easier.

On each successive continent visited you encounter nastier and more powerful enemies and Dragonbreath's henchmen become harder to beat. You have to to recruit better troops too. It isn't necessary to attack Arech himself to win the game, but if you decide to do so, come prepared. He's got lots of Dragons and other nasty troops. You need a massive force of Knights, Dragons, and anything else possible. Several hundred Elves or Orcs are useful for long-range attacks.

Each General tends to have a certain kind of army. Here are some guidelines the kinds of enemies you face when you try to defeat the evil minions of Arech Dragonbreath. You may also get some idea of the enemy's forces by checking in a local city and selecting Gather Information.

Murray the Miser (5,000 gold) 25 Wolves, 26 Militia, 58 Peasants, 41 Peasants, 70 Peasants

Hack the Rogue (6,000 gold) 33 Militia, 21 Militia, 100 Peasants, 68 Peasants, 15 Nomads
Princess Aimola (7,000 gold) 60 Sprites, 83 Sprites, 21 Skeletons, 20 Zombies, 5 Ogres

Baron Johnno Makahl (8,000 gold) 23 Orcs, 18 Archers, 5 Trolls, 17 Dwarfs, 40 Wolves

Dread Pirate Rob (9,000 gold) 53 Militia, 14 Archers, 17 Elves, 7 Barbarians, 54 Militia

Caneghor the Mystic (10,000 gold) 257 Sprites, 11 Ghosts, 14 Knights, 6 Archmages, 8 Archmages

Sir Moradon the Cruel (12,000 gold) 25 Archers, 24 Pikemen, 15 Cavalry, 19 Knights, 102 Militia

Prince Barrowpine (14,000 gold) 30 Archmages, 13 Druids, 42 Pikemen, 304 Sprites, 39 Elves

Bargash Eyesore (16,000) 20 Ogres, 14 Trolls, 8 Giants, 96 Wolves, 169 Orcs

Rinaldus Drybone (18,000) 121 Zombies, 31 Ghosts, 10 Vampires, 7 Demons, 523 Skeletons

Ragface (20,000) 204 Zombies, 54 Ghosts, 30 Vampires, 13 Demons, 631 Skeletons

Mahk Bellowspeak (25,000) 7 Dragons, 33 Ogres, 207 Orcs, 227 Gnomes, 31 Giants

Auric Whiteskin (30,000) 41 Barbarians, 20 Giants, 112 Nomads, 768 Peasants, 309 Gnomes

Czar Nickolai the Mad (35,000) 70 Pikemen, 72 Knights, 6 Dragons, 112 Cavalry, 138 Archers

Magus Deathspell (40,000) 53 Vampires, 106 Archmages, 558 Gnomes, 5246 Peasants, 32 Demons

Urthrax Killspite (45,000) 10 Dragons, 212 Cavalry, 270 Knights, 64 Archmages, 53 Demons

Arech Dragonbreath (50,000) 25 Dragons, 27 Dragons, 106 Demons, 104 Vampires, 108 Dragons. Beating this army is going to require the services of many brave fighters. In fact, you may have to come back several times with successive waves of attacks to beat Dragonbreath. Knights are always available, but Dragons are in short supply. Good luck. And remember, you don't have to beat him to win the game.

SPECIAL ITEMS

There are eight special items of power found in the world of King's Bounty. Two are found on each continent. The Amulet of Augmentation increases your spell casting power by 5.

The Anchor of Admiralty reduces the cost of boat rentals.

The Articles of Nobility increase your weekly commission by 2000.

The Book of Necros doubles the maximum number of collectable spells.

The Crown of Command doubles your leadership which is important in maintaining your troops. Too low a leadership quality results in some of your troops going out of control and attacking your other troops.

The Ring of Heroism like the other items, gives you a piece of the Sceptre map, but doesn't really help you otherwise, despite what you may read elsewhere.

The Shield of Protection reduces the damage your enemies do to your troops by 25%.

The Sword of Prowess makes your troops cause 50% more damage when they attack.

There are also two other kinds of maps besides the pieces of the Sceptre map. One shows you the entire continent you're currently visiting. The other shows the route to the next continent.

EXPLORATION

In the Exploration method, immediately rent a boat in Hunterville. Then using the menu, View your army and choose Dismiss Army to "eighty-six" all but the cheapest and smallest army. You aren't going to be getting into any scraps if you can help it.

Now that you have a boat, start sailing around, grabbing any chests you find. For the most part, distribute the gold to the peasants. This increases your Leadership, which is something you need to do in order to command the larger, more powerful armies you want. Money also comes, but you don't necessarily need what you find in the chests at them moment.

Check out the cities along the way to find out who's in which castle and keep notes of where you find the villains. Also remember where you buy the Castle Gate, Town Gate, and Time Stop spells. These are very useful, and you need them later. Unless you started the game as Tynnestra the Sorceress, they are useless as yet

METHOD

anyway.

On Continentia, it is safe to explore the desert since nothing follows you onto it. There are several chests and possibly other items located in the desert.

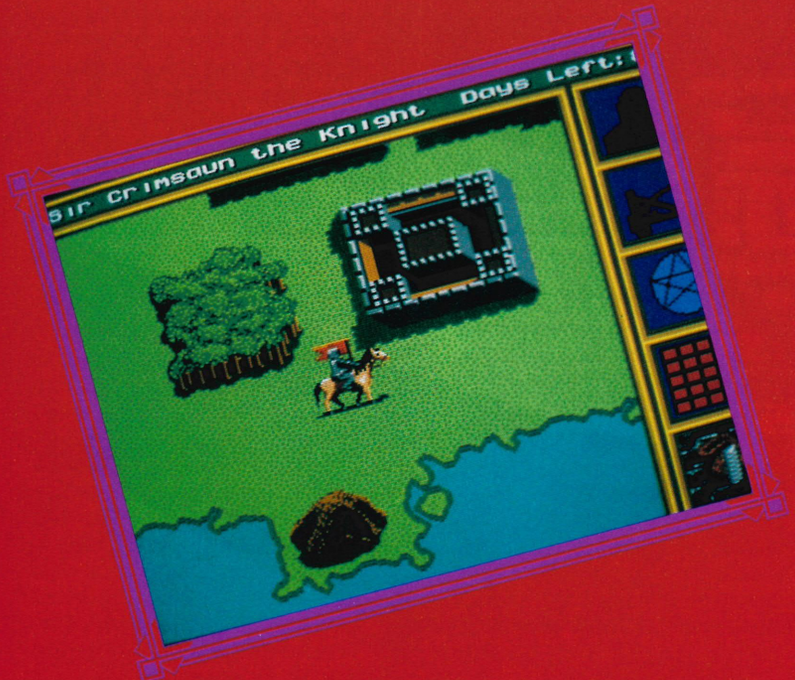
When you find the Map to Forestria (which is often, but not always, on the coastline), sail away from land in any direction until you are asked which continent you want to go to. Choose Forestria and repeat the process of exploration there. **Do not** get into any battles. If a chest is guarded, try luring the guardian away and trick him if you're clever. He follows your boat, so use your wits and you'll be able to get almost any chest.

If you are unlucky enough to get attacked, you should choose Give Up from the menu. You lose your troops, but that's not a problem at this point since you're traveling light. You just have to start again at the Castle.

Keep going until you reach Saharia where you get an Archmage, a Dragon, a Demon, or a Vampire; just pick up one. You may have to walk out onto the desert to find a dwelling where you can hire the help, but it's safe to walk across the desert. Nothing attacks you there.

Finally you have a flying creature, so dismiss all other armies. Now, when you press the B button, you fly over the landscape, dropping down to get chests and stuff by pressing B again. Explore and get all the objects, maps, and money. Especially try to get the eight Power Items since each one gives you a part of the Sceptre Map.

Now you have a choice. Once you find all eight Objects of Power, you have eight parts of the map. Try to find the Sceptre now, but it may be hard, or hire some Dragons and attack the castles in Continentia. They fall quickly to your Dragons and you gain more pieces of the map. Now continue to attack enemies, building a bigger and more powerful army, or you just beat the enemies you need until you reveal enough of the Sceptre Map to know where it is. Remember one thing: Dragons don't grow on trees. If you keep using your Dragons, a few of them probably die. Also, they are very expensive. There are other ways to proceed, and other creatures to use. It mostly depends on your idea of a fair fight and what creatures you prefer. Experiment is the key. We have found the Sceptre in 97 days, which is pretty quick. To do so, we didn't have any fights, were lucky finding the maps to new continents quickly, and were able to recognize the area the Sceptre was buried in from just the meagre parts of the map exposed. You won't always be so lucky. If not, you might try the...



BRUTE FORCE METHOD

If you're feeling like a good slaughter today, try going to the Castle at the beginning of the game, buying all the Pikemen and Archers you can afford, then any Militia after that. Go attack a few armies and then return to the Castle for more troops. Keep building your army and attacking, using the boat and eventually some flying armies to find and destroy. Keep building up stronger and stronger armies and you eventually conquer continent after continent and all the generals on them.

Or you try the combination Brute Force and Exploration. With that method, you explore until you get to Saharia, get a flying creature (preferably one Vampire because he's cheaper), then load up on stuff from all the continents. Finally, go back to Saharia and hire the best armies possible, return to Continentia and start capturing villains. Eventually, if you're good, you may even get to take on Arech Dragonbreath, himself.

FANTASIA

THE SCENE

While the Apprentice Sorcerer slept his Master's music was stolen away. Now he must restore the notes So the music again can play!

The Sorcerer's Apprentice in this case happens to be Mickey Mouse. And the notes of his Master's music have scattered to the most dangerous places imaginable! Mickey has to use his magical powers to retrieve them all!

SCORING

Mickey scores points by turning creatures into stardust. He achieves this by hitting them with a magic spell, or using your bounce attack. If you bounce on magic items, you get more points than if you just touch them.

SPECIAL ITEMS

notes are the goal of Mickey's quest. Every note you find is worth lots of points, and gives you more hearts, magic points, and dreams. You have to find a minimum number of notes in each world to advance to the next. Depending on the difficulty level, you could need anywhere from three to fourteen notes to pass a world.

LIVES AND CONTINUES

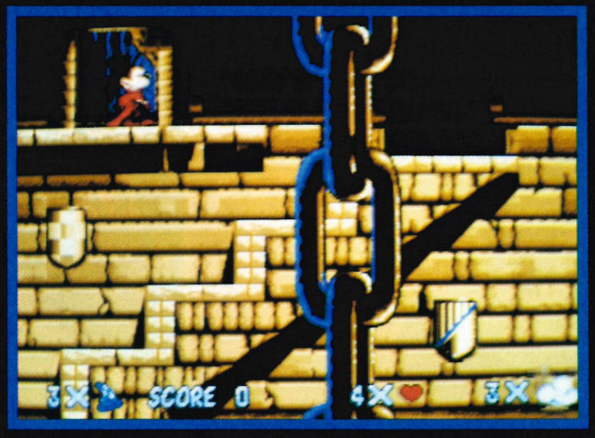
By using the Option Screen, Mickey chooses anywhere from one to three dreams (lives) and one to three continues at the start of the game. It is also possible to earn tons of extra dreams during the game.

FRIENDS

The Fantasy fairy found in each world provides Mickey with access to certain sub-levels in the world. You can visit the same fairy over and over to revisit a scene.

ENEMIES

Each world is teeming with bad guys who want to stop Mickey. There are no bosses in the game, just many different enemies.



GENERAL TIPS

Practice using the bounce attack. Your magic spells should only be used in tough situations, so the bounce attack is your main method of attack.

In every world, you're basically trying to work your way from the left to the right. There are some scenes in each world that are oriented differently, but they are exceptions to the rule...

WEAPONS

As mentioned above, Mickey attacks his enemies by casting magic spells and by using a bounce attack.
Little spells use up one magic point, but they only turn the weakest enemies into stardust.

Big spells take three magic points from your total, and they zap just about anything in your way.

The bounce attack dusts your enemies after a few bounces. On the higher difficulty levels, your enemies take more bounces to destroy.

Magic spells are regained during the game. Use the bounce attack at any time.

THE

Scene One: The Workroom

There are two ways to traverse this corridor: by jumping along the ledges on the top of the screen, or walking along the floor. The ledges are populated with mushrooms, while the floor has a bevy of briskly moving brooms to defeat.

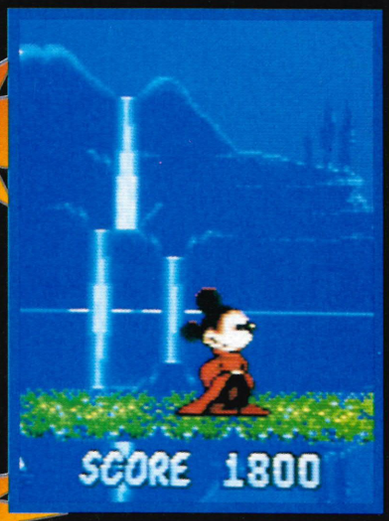
Walk slightly to the right and a magic book flies onto the screen from the right. Jump down and Bounce on it. You could just touch it, but you don't receive as many points as you do by bouncing.

Walk further to the right, on the ground, until two brooms come at you from the right. Lead them to the left, near the stairs, then bounce them. A crystal ball and a few stars appear on the ledge! Take them and continue to the right.

The safer path for the rest of the scene is on the high ledges. Keep moving to the right, jumping from ledge to ledge, until you reach a door similar to the one you entered this scene through. Touch the door to go outside!

Scene two: The swamp

ASIA



WATER WORLD

Jump onto the ripple in the water and it acts as a platform! From the ripple, it's a simple jump onto the leaf and then onto solid ground.

After a short walk, you reach some floating platforms. Jump up the platforms. If you fall, land on one of the leaves or the ripple in the water below, then try again. Your goal is to jump to the highest platform. When you do, you collect your first note!

Fall back to the ground and bounce past the frogs. There are some alligators standing up in the water! They aren't harmful, though. Use their noses to bounce to the right.

The next section of floating platforms is perched over roaring waterfalls. These platforms fall to the water a moment after you touch them. The best way to rip through here is to jump quickly from platform to platform.

Just past the waterfalls, there is a fairy. If you jump down to touch her, you'll enter the sea. However, the only reason to go swimming is to check out the graphics. There's nothing useful underwater, and you just end up next to the fairy again. The best solution is to go through the sea once to check it out, and then pass it after that.

The third section of platforms is made difficult by the presence of pelicans! At the start of the section, bounce off the two pelicans. In the middle of the platforms, stay on the high platforms and jump past the pelicans quickly.

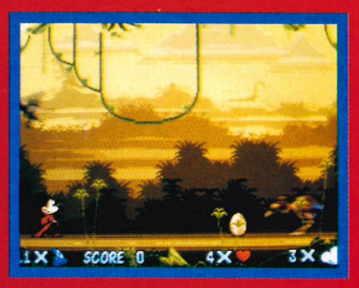
After the platforms, you reach a castle just like the one you left! Bounce onto the star on the right side of the castle, then move into the door.

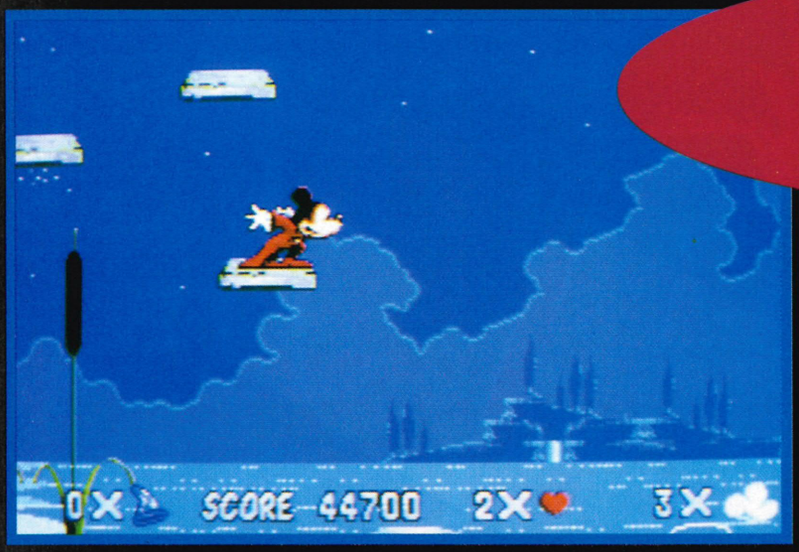
Scene Three: The Workshop Revisited

Bounce attack the mushroom on the stairs to make stars and a crystal ball appear on the ground. Take the items and return to the ledges on the top, then start going to the right. One of the brooms on the high ledges leaves behind two crystal balls and a star after you turn it to stardust.

Halfway through the scene, you see a door. This door isn't real! It's just a fake meant to confuse you. Ignore it and move on until you find the real door.

Go through the door and you meet the Master. Mickey throws the notes you've found upward. If you found enough, you move on to the Earth World. If not, you have to go through the Water World again until you find enough notes -or score enough points!.





THE EARTH WORLD

Scene One: The Primeval Jungle
At the start of the scene, use a little magic spell to shoot the bird guarding the dinosaur egg. Get the egg to score points, then start moving to the right. Bounce off the heads of the snakes!

A huge dinosaur leg pounds up and down above a fairy. Walk to the right of the leg, then move left and down to touch the fairy and move into...

Scene Two: The Caverns
Walk to the right until you spot a floating platform between two widely spaced rocks. Jump onto the platform and a note falls right at you! Grab the note!
Shortly after you pass some boulders, jump onto the rocks above them to avoid them, a second note floats onto the screen from the right. Quickly leap up to grab the note before it passes you.

The third note is floating to the left of some moving green pods. Grab it to get yourself another piece of music and temporary invincibility. Just past the third note, you find the fairy. Touch her to return to the jungle.

Back To The Jungle
Move to the right until you see a wooden door. Touch the door to enter a bonus room! These are tricky. If you are touched by a creature, even if you're bounce attacking, you leave the room and reappear back next to the wooden door, which is now locked! You have to dodge all the enemies to collect all the goodies!

In this bonus room, wait until the pterodactyl is high up on the screen and no boulders are rolling down the cliff. Jump up to the cliff, then up again onto the ledge. Finally, leap to the right and bounce on the magic items to clean up the room.

Once you return to the jungle, start moving to the right again. After some hair-raising encoun-

Scene Three: The Desert

There are two crystal balls and a note above you at the beginning of this scene. To get to them, move to the right until you find a dinosaur egg. Take the egg to cause several platforms to appear! Jump up to the highest platform and hurry onto the platform floating to the left. This takes you all the way back to the left, where there are several items! Use your magic to shoot any attackers on the way.

Drop back to the ground and move all the way to the right side of the scene, where there is a fairy and another dinosaur egg. Take the egg to cause a shower of special items, along with a creature! The creature is on the far left side of the shower, so grab everything you can and touch the fairy before the creature touches you.

Once More Into The Jungle
This final patch of jungle is brief, so just scamper on to the right as fast as possible. Don't try to ride the floating platforms the whole time, it's safer to use them to get a bit to the right, then drop to the ground and continue from there. Touch the fairy to reach the Master. With enough notes, you should easily advance to the next

THE AIR WORLD

Scene One: The Garden
Moving upward in this garden is quite a challenge! The cloud platforms fall very quickly after you touch them, and the dancing flowers always seem to be in your way! Be patient and use your bounce attacks whenever you land on a ledge with flowers.

After moving up, you see a little mischief-maker shooting at you from the right side of the screen. Jump up and shoot a little magic spell low enough to hit the bugger without hitting his bullets.

Above him, there are two huge bubbles. Jump into the bubble on the right side of the screen and it begins to float upward. Steer the bubble left and right, but not up or down. If you ever want to escape a bubble, remember to use a big spell. But don't leave this bubble. Ride it up to a wooden door. Inside is a magic room!

To clear this room, jump onto the cloud platform and ride it over to the bubble. Get into the soapy sphere before the flower touches you! Once you're safely floating up, move over to the magic book in the upper-left corner of the screen, then go over to the one on the right.

You're back in the Garden now, hopefully two magic books richer. Move upwards again. About a screen and a half above the wooden door, you see a fairy on the far right side of the screen. Touch her to go to...

Scene Two: The Pastorale
There are several notes in this easy scene. Just fall downward, holding the D Pad DOWN to bounce attack anything that appears below you.

The first note is only a screen below the top of the scene, on a grassy ledge to the right. Pick up the note and continue falling downward, stopping on the ledges with crystal balls to pick them up.

The second note is in the middle of the screen, floating just above a very narrow ledge. The jump is tough to make, but it can be done. Even if you come close, but miss, you should still get the note, which keeps you safe from harm momentarily as you fall.

At the bottom of the Pastorale, jump onto the cloud just to the left of the fairy to cause a bubble and note to appear. Avoid the bubble, but get the note, and then touch the fairy to return to the Garden.

The Garden Revisited
Stay on the right side of the screen as you travel upward. It's safer and easier to manoeuvre through. Keep going to reach a note above a grassy ledge. Take the note and then jump into the bubble on the left, above the note. Be careful with the jump, or you might pop the bubble!

As you float upward, you'll see a fairy on the far right. This fairy takes you to the Dance of the Hours. This scene is extremely tough. If you want to check it out, touch the fairy. If you want to win the game, avoid it!

SCENE THREE: THE DANCE OF THE HOURS

Start jumping up the screen as soon as you can to avoid the ostriches turned hippos! These enemies squash you flatter than a pancake!

The first note is connected to a hidden cloud platform in the middle of the screen. Ride the cloud platform that isn't hidden, then jump straight up to land on the hidden cloud and reveal the note.

The second note is below a bubble. Take the note and leap into the bubble to ride upward. Stay to the left side of the screen. You get shot by a little devil on the way up so watch out!

When you see the fairy, don't jump underneath her! If you do, you get stuck between the fairy's ledge above you and a cloud beneath you, and you won't be able to move! What's worse you have to reset your Megadrive and start all over again, not much fun when you've made it this far.

Jump onto the leftmost of the two clouds near the fairy to cause a bubble and note to appear. Fall off the cloud to snatch the note, then get back onto the cloud and enter a bubble to float up and over the pillar on the left side of the screen. Fall into the fairy to return to the Garden.

More Gardening
From where you appear back in the Garden, it's just a few screens up before you find the fairy leading to the Master. Touch her to exchange your notes for passage to the last world!

SECRETS

Powering Up
Every time you leave an area and then come back to it, all the special items there, including notes have returned. Use this to your advantage by going through an area over and over until you have nine dreams and enough notes to more than satisfy the Master when you complete the level!

Water World
No power-up areas.

Earth World
The Caverns are perfect for powering up, with three notes to collect on each pass.

The Air World
The Pastorale provides three notes on each trip through.

The Fire World
No power-up areas.

THE FIRE WORLD

Scene One
Move to the right and turn the flying bat into stardust to cause ledges to appear on the left. Jump up the ledges to get a magic book, then resume heading to the right.

There's a note hidden on the leftmost of the floating ledges just after the lava pool. Jump up the ledges to get the note, then jump across to the rightmost floating ledge.

From here, jump onto the jar to the right and several enemies and a magic book appears. The enemies are an unfortunate side effect but it's the book you're after!

The first fairy is surrounded by floating heads! Bounce off one of the heads to land on the ledge to the left of the fairy, then touch the fairy to enter...

Scene Two
This is the first scene where you're moving from right to left, instead of left to right (or up and down). It's not too confusing, though. Just start moving to the left, searching for your first note, which is just past a group of crystal balls.

The second note isn't more than a screen away from the first, placed on a floating ledge almost hidden by a rocky outcropping in the foreground. If you're fast enough, you can get the second note just as the magic from the first is wearing off!

There's a hidden bonus room to be found by the two floating ledges against a black background. Jump onto the highest platform, then leap straight up to enter the room. It's the trickiest room yet. Bounce on the backs of the bats to get up to the star.

Scene Three
This scene has tons of hidden ledges to find, too many to even try counting. Hop on every creature to find them all. Generally, if you come to an area you can't get past, there's a hidden platform to find.

There's only a single note in this scene, toward the end. It's surrounded by heads and flying witches, so be careful. You'll find the fairy none too soon!

Scene Four
This is it, the last scene of the game! Your enemies are stronger and weirder than ever!

The first note is on the rocky ledge just after the first group of eyeballs. Use a little magic spell to zap the ghost guarding it, and collect it!

After taking the note, jump onto the invisible ledge above the head, then bounce off the bat to fly to the right. This is the best way to cross this deadly chasm!

When you find the final fairy, you won't be happy to discover that you have to destroy a series of enemies before you finally leave this world!

First, attack the three floating heads and the mushroom. A bat appears, destroy it and a witch arrives! Jump into the air and shoot her with a little magic spell. A ghost appears below you; zap it with magic and the final enemy, a single head, materialises. Use some big magic to destroy it. Then jump up and touch the fairy.

If you have enough notes, you have now restored all of the Master's music and beaten the game! Congratulations!

Fantasia

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MIGHT AND MAGIC

THE SCENE

Might and Magic on the Megadrive is based on the computer game Might and Magic II. It is a very, very large and complex game that includes a lot of quests and puzzles, plus more than 250 different monsters, hundreds of weapons and special items, and seemingly thousands of ways to die. The following tips are designed to give you some secret ways to build your characters fast. You need very powerful adventurers if you hope to solve the mysteries of Cron. You're still going to have to figure out most of the game, but we give you some of the most important information.

Warning: Even though we don't solve all the clues or provide any maps, following these instructions alters how the game plays. That's because you be so powerful by the time you're finished that most encounters should simply be toss-offs. You still have to figure out a lot of puzzles, and you be attacked by massive armies. There's still plenty of challenge. But you really kick butt most of the time. It's up to you whether to use our tricks or try things the hard way.

GENERAL TIPS

The first thing you have to do is create and then build up your characters. Choose the following party for the best mixture, but remember that you can win this game with any party mix: Knight, Paladin, Robber (or Ninja), Cleric, Archer, Sorcerer. With this mix, you have good fighters, two magic users of each kind (Cleric and Sorcery), and someone to open the chests so you can get the good booty.

Remember, when you create your characters, you can use the Reroll option to get better statistics. Be patient. Eventually, you get a character with a really good roll. Later in the game, there are ways to increase even those stats.

Once the party is together, you need to introduce them very carefully to the world. If you take too many chances, you lose them. So here's what you can do:

THE FIRST BATTLE

When you wake up in the Inn at Middlegate, turn immediately to the left and walk to the end of the hall. Turn left again and walk through the wall. That's right, it's a fake wall. Now turn left and walk to the end of the hall. There's always be an encounter there. If you beat the enemy creatures, Search for a chest, choose Detect Magic, and then have your Robber/Ninja disarm any traps. Get anything good, equip any good weapons or armor you find, then walk back the way you came and walk back to the front desk of the Inn. Just before you turn to face the desk, choose the

LLOYD'S BEACON AND THE MIDDLEGATE DUNGEON

Now you're ready to explore outside a little. Just a little, though. Go to the city gates (at city coordinates 5, 15) and go out into the fresh air. Now you need to walk North along the path, past the sign leading to Castle Pinehurst and then one step past the sign pointing to Vulcania. Now turn West and walk until you see the sign pointing toward Tundara and Woodhaven. Turn South, walk four steps, then walk two steps East. Now go North until you reach Corak's Cave.

Immediately after you enter Corak's Cave, face South and walk two steps. You receive the Lloyd's Beacon spell. Before anything else happens, return to the exit and get back to Middlegate. If you get lost, cast the Fly spell and fly to area C2.

Rest command to recharge all your characters, then save the game by staying at the Inn. It's free.

Now you must be patient. Repeat this procedure again and again until you've built up some gold and some experience points. Be sure not to run out of food. For only 20 gold, you can get the Feeding Frenzy at the tavern just outside the Inn and to the left. The Weapon shop is also nearby.

Along the way, you may get some really useful weapons. Watch what happens when you equip new weapons or armor. Some of your statistics may change. For instance, a Chance Sword increases your Luck. A Quick Katana makes you faster. Other items may have magic spells associated with them if you Use them. Also, try the Skeleton Closet nearby to gain more gold and experience, but be careful when opening the door.

When you've built up some good experience points, go to Turkov's Training by exiting the Inn, turning first right, then left. It costs gold to train, so be sure to bring all you can.

Keep up this procedure until your Sorcerer has learned the second or third level spells—in particular the Jump and Fly spells. Now you're ready to start gaining some real gold, if you're patient. If you want to try the next part earlier, that's all right. But you may get killed a few times along the way.

The entrance to Middlegate is one step West and one step South of where you land.

Once you have saved your party at the Inn, go to the dungeon entrance and try to make it to the coordinates X(1), Y(0) in the southwest corner of the dungeon. You also find the golden goblet for the magician at coordinates 0,7. Just before the doorway at 2,1 you face a group of Carnage Spirits and Zombies. Use a combination of the Lightning Bolt spell and the Turn Undead spell to get rid of Carnage Spirits. Any that are left should fall before your weapons, though some characters may not be able to affect them.

When you get to 1,0, Search and you find 1000 gold (166 for each party member). Now cast the Lloyd's Beacon spell and set a new beacon. Return the way you came. Be sure to Rest if your spell points or hit points are too low.

Now, save at the Inn, then return and cast Lloyd's Beacon. Choose Teleport to Last and you return to the money. Unless you already have the Surface spell, you have to return by foot, getting by the Carnage Spirits again. Or, when you meet them, use the Run option. If it is successful, it puts you back at the stairs up.

CUISINARTS

Now that you have a sure method of getting money, gather up several thousand gold and then go to Edmund's Expeditions and get the Mountaineering skill twice for 4000 gold. You need it twice (both with one character, or once each with two characters). Now you can climb directly over most mountains. While you're in the neighborhood, visit Otto Mapper, Esq. and get the Cartography skill for one of your members.

After saving the game at the Inn, head to the Poorman's Portal West of the Inn and take the passage to Sansobar. Find Sly's Opportunities at 0,5 and get the Pickpocket skill twice for your Robber/Ninja. It's more than worth it. Don't linger there, however, but find the Sirocco Portal (check the Portal chart for locations) and go to Tundara. Then head out via Polar Passage Portal to Vulcania. In Vulcania, visit the Bestway Blacksmith at 15,8 and buy two Herbal Patches for each character. They cost 400 each.

Return to Middlegate and save your characters at the inn. Or go on to Atlantium and purchase the Thief's Pick +4 at 4000 gold each. If you can afford it, your Robber/Ninja should be much better at opening chests. If you can equip several of them, he become an ace lockpicker.

After returning to Middlegate and saving, go back outside and cast the Fly spell or walk North and take the first turn West. In any case, when you see the sign that mentions the Circus, walk another 12 steps until you reach B2 1,7. Turn North and walk two steps to meet the Cuisinarts.

These guys really chop you up, but there's a way to beat them - let them beat themselves! What you do is keep using the Herbal Patches or healing spells to restore your unconscious characters. Don't bother trying to attack these things. Just keep restoring your characters each round. Eventually, the Cuisinarts frenzy, then die. If you're lucky, you win. If something goes wrong with your plan, it's OK. Just try again until you "win."

Why would you want to attack something so powerful? Maybe it's the experience points you gain if you survive - more than a million of them for each character!!!! And, if you Search and successfully open the chest, you get a rich reward as well.

DRAGONS

Believe it or not, having killed the Cuisinarts and gleaned all that good stuff, you're still not going to be the most powerful guys around. Cron is full of danger, and you need a lot more power in several categories. So the next place you may want to visit is the cave called Dragon's Dominion. But first, you go on a little adventure to the most dangerous area in Cron.

Use the Fly spell to go to area E2. You land at a special tree. Pick the fruit and all your food stores are replenished. If you're ever low on food, simply Fly here. But that's not why we had you Fly here this time. You want to get to 11,9 where there's an oasis. So first turn East and cast a Teleport spell 8 steps in that direction. Now you have to be a little lucky. Walk North one square and you be attacked. Use the Hide spell. If it doesn't work, you may want to use the Time Distortion spell to get back to the fruit tree and try again. If you Hide successfully, then walk one more step North to the fountain and drink. Set a Lloyd's Beacon here so you can come back. While you're doing that, check out your character's stats! 200 each! Not bad!

Now use the Fly spell to go to area D1. Getting to the Dragon's Dominion cave is tricky unless you are very powerful. There are numerous bandits in the hills waiting to attack you. So, we use a trick to get around them. Turn North and walk one step from the place you landed. Now turn East and walk directly through the mountains. Walk 8 steps East, turn North and walk 10 steps. Now turn West and walk 1 step; turn North and you're there!

Inside the cave, you have to walk very carefully. Some of your spells won't work, but one spell that does is the Jump spell. There are three locations of interest. The spot at 0,0 gives each party member 10 permanent hit points until they reach 200. The spot at 11,2 gives each member 25 hit points until they reach 65,000! And the spot at 7,14 gives each member 1,000 hit points (but only once). The trick is that each location is guarded by a dragon or group of dragons. If you use the fountain from E2 before you come here, you should be strong enough to beat the guardian and get the reward. But remember, the effect of the fountain disappears after the first encounter. So you're only able to do this once before returning to the fountain.

The 1,000 hit point location is guarded by the Ancient Dragon, a creature of immense power. There's no way you can beat it now, so your best bet is to try to Hide when you meet it. If you fail, cast the Time Distortion spell and try again (Resting if necessary between tries). If you don't have the Time Distortion spell, you probably shouldn't try to take on the Ancient Dragon.

The area at 11,2 is the best area to recharge after you get the 1,000 hit point bonus. So you might want to set the Lloyd's Beacon there and continually charge up. Charge up, Rest, then Surface (with the Cleric's spell), return via the beacon, and so forth. If you do this, the beacon you set at the fountain will be gone, but you can get back there to set a

ROUNDING OUT YOUR CHARACTER

There are still many interesting things to try. If you have lots of hit points and the power of the Fountain on your side, you may be able to take on the Ancient Dragon. The reward is very rich—more than 3 million experience points, 1,666,666 gold each and 166 gems each.

Another place to get lots of points is to win the Black Ticket battle in the arena called the Colosseum in Atlantium. You win a lot of gold and experience. All you need is one Black Ticket for each battle. Get them in the weapon shop. With all your new hit points you should win, but you can use the fountain again to ensure victory.

Finally, you can search for all the magic spells, but there is a character in the second level of Lord Pea-body's dungeon under Castle Pinehurst who sells all spells to all party members for a paltry one million gold. At this point, you shouldn't have trouble raising the cash. Here are the locations of the stairs: In Pinehurst go to 11,2. On the first level go to 1,2. On the second level go to 2,1 to buy the magic, but avoid the locations at 4,6; 0,3; and 1,7.

There are also ways to change your alignment, sex, or age. You can even buy experience points in several places. However we let you find those on your own. At this point you should be ready to take on Cron. Just a few more hints...

You need to win the Triple Crown in each color by purchasing a ticket and fighting in the arena in each town. Buy the different colored keys and use them to free the captive Bishops (they're in the castles).

You need Mark's keys. Find him in the Beggar's Grove in C1. His keys are somewhere in A2.

There are many quests to perform. You need to visit the mysterious Jurors in area D2.

Each character class has to complete a specific quest (see chart).

There are three Lord's Quests. We give you some help with them:

In Lord Slayer's quest, find the Dragon Lord in area D1. The Queen Beetle is in area E2. The Serpent King is in area E3.

In Lord Hoardall's quest, the Sword of Valor is in area A2. The Sword of Nobility is in area D1. The Sword of Honor is in area D4.

Lord Haart's quest takes you through some specialized travel that only Lord Peabody can help you with. Once you figure out the secret to that, find Spaz Twit in area A1; The Long One is in area E2.

SECRETS

Ten Steps to Might and Magic
Only read these steps if you are stuck or confused as to how to complete the game.

1. At least one character must be the Chosen One. He or she gets to be that way by completing the Black Ticket triple crown (winning in each arena on the Black Ticket) and by completing the character quest for that character class. Then see Queen Lamanda in the Luxus Royal palace.

2. You must visit Lord Peabody. He send you to find his pal Sherman. (He's in area B2.) Hire Sherman at Atlantium after you free him and take him with you to Lord Peabody.

3. Use the Time Machine to get the four discs from Castle Xabran (area C2 14,8) in the 9th century.

4. Travel to each Elemental Plane and use the disks to free the Talon in each one.

5. Find the four computer parts (Todilor, Fluxer, Capitor, and Radicon), one each found in the castles in the 10th century.

6. Take the four computer parts and at least one hireling to Dawn's Mist and get the Orb. There's a trick here. If you can't figure it out, the hireling can be dismissed. Maybe he can take something with him...

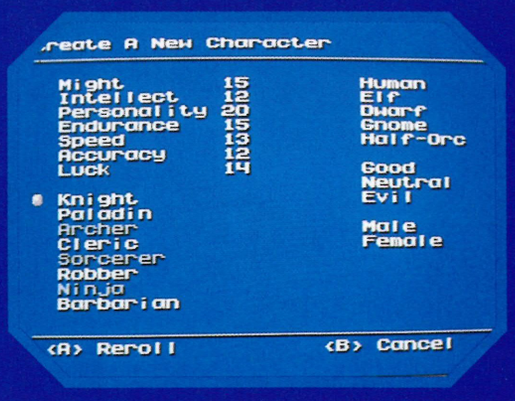
7. Return to the 9th Century with the Element Orb and the four Talons. Give them to King Kalhon so he can defeat the Mega Dragon, changing the course of history.

8. Return to Luxus Royal and talk to King Kalhon there. He give you the password WAFE and tell you how to get to Square Lake.

9. In Lake Geometrics Cavern, you have to fight your way through seemingly endless battles to get to Sheltem. Defeat him and enter the control room.

10. Figure out the cryptogram within the time limit to win the game and return to the inn to keep exploring if you wish. Hint: Be familiar with American history and the famous documents used to found our democracy.

There's still plenty of Cron to explore, so have fun.



THE SCENE

In 2010, New York was wiped out by a series of nuclear explosions, when a stupid government worker mishandled a secret plutonium cache beneath the Statue of Liberty. Twenty years later, the people who are left have begun to restore New York to its pre-nuke status. There's a considerable obstacle in their way: Big Valley, a group of nuclear mutants created by a mad scientist. The government has hired two mercenaries to invade New York and destroy Big Valley. Their names are Biff and Spike. They are the Two Crude Dudes!

PLAYERS

Two Crude Dudes is for one or two-players. In the two-player mode, both players are on the screen simultaneously. Cooperating or competing against each other.

SCORING

You score points every time you defeat an enemy or a Boss. You don't earn extra men for scoring big, so don't bother shooting for a high score.

SPECIAL ITEMS

Power Cola machines are found during some Stages. You also find a Cola machine after you clear each stage. Punch and kick the machines to get refreshing cans of Power Cola ("The Choice of a Nuclear Generation"). The Power Cola machines you find during a stage only dispense four cans before they are destroyed, but the end-of-stage machines take as much punishment as you can dish out.

LIVES AND CONTINUES

You normally start the game with three lives and three continues. On the Option Screen, you can give yourself 3 or 5 lives, and anywhere from 0 to 3 continues. Your strength is represented by the Energy Bar at the bottom of the screen. Every time you're hit by an enemy or an enemy weapon, you lose energy. When you lose all your energy, you lose a life.

WEAPONS

Biff and Spike can yank objects out of the ground (or out of the air) and throw them at enemies. Such items as trash cans, sign posts, boulders, billboards make rather handy projectiles. The lads even pick up their enemies and throw them at other bad guys!

GENERAL TIPS

The Jumping Kick is one of the most effective attack moves in your arsenal. It's especially nice against large groups of Thugs and other such foes.

Your best attack strategy is, of course, to pick up items and throw them at anything that moves. You can even pick up enemies and throw them at other enemies. Picking up an enemy takes some pretty good timing, but you can master it soon enough.

The Flying Bikes seem to confuse a lot of players. Here's the scoop: When a Flying Bike appears on the screen, jump up and grab it. Aim for the middle of the Bike when you leap. If you don't grab the Bike and throw it to the ground, it brings wave after wave of Thugs onto the screen.

There is no particularly effective attack pattern against each Boss. You should simply attack as fast as possible, using punches and throws to wear down the Boss before he kills you!

FRIENDS

In the two-player mode, your partner is your only friend. You can even pick him up and use him as a missile, but he takes damage from the throw (unless you're playing at the Easy level of difficulty). In the one-player mode, you're on your own!

DRAGON NINJA:

TWO CRUDE DUDES

ENEMIES

Armour-Dillo spins along the ground, occasionally revealing his "normal" humanoid self. You can only hurt Armour-Dillo when he's in humanoid form.

Black Gills are masters of hand-to-hand combat. Their punches and kicks do huge amounts of damage.

Commanders are scientists who have merged their bodies with mechanical Cybersuits. They normally attack with punches and kicks, but they can also cling to walls and spit acid blobs down at you!

Cyborg D has a powerful punch. If you punch it enough times, Cyborg D unleashes his arm-rifle.

Cyborg D2 is an improved version of Cyborg D. When damaged, D2 sheds his human skin to reveal his true robotic form. He even yanks off his head and throws it at you!

Disc Cutters throw "razor discuses" that act like boomerangs.

Grease Monkeys are strong, slow enemies who attack with jump kicks (although they usually don't).

The Hand-Sniper has a robotic arm that can stretch across the screen to attack you!

Hunchbacks are small mutants that latch onto your neck and suck your blood! Tap the buttons rapidly to shake off a Hunchback.

Mad Bombers throw grenades at you while they hold onto the wall. The grenades are time-delayed, so you have a few moments to get away before they explode.

Punks are common thugs with moustaches and long, black hair. They attack in large groups to make up for their wimpiness.

Pyromaniacs wear asbestos suits and are armed with flame-throwers. These guys are nasty, so get rid of 'em quick!

Rabid Hounds chow down on you! If a Hound clamps onto your arm, tap the buttons to shake it off.

The Santa Imposter is full of Christmas cheer! He lobs powerful explosives in your direction.

Heavy Snake is the Boss of stage 1. He's got a pet snake-rope that uses a choking attack to snuff you out!

Master Reaper is the Boss of stage 2. His hands have been replaced with two giant scythes!

Rhino-man is the Boss of stage 3. His charging attack can be fatal!

Tiny Leo is the Boss of stage 4. At first, he seems to be just another Black Gill, but after he's been damaged, he transforms into a huge werewolf! Stay away from his pouncing attack!

Nail Spider is the Boss of stage 5. He swings by a web and attacks you from above. If you manage to break his web, he falls to the ground and swats at you with his four arms!

The Mad Scientist is the Boss of stage 6. At first, he's just a grumpy old man for you to punch into oblivion. After you do enough damage, he transforms into a totally gross mutant. Defeat the Scientist to save New York!

STAGE ONE: THE SEEDY PART OF TOWN

Start walking to the right and you are attacked by some Thugs. Use the Jumping Kick, or pick up the trashcan and toss it into the baddies. When you reach the wall, Thugs attack from the left and the right. Knock them both out, then destroy the wall impeding your progress.

You come to a car, and a new enemy, the Disc Cutter. Punch the Disc out of the air before it hits you, so you should have no problems thrashing your way past the Cutter. Pick up the car and continue to the right until you see the hot dog signs on the screen.

Toss the car and the signs at your attackers, including the Hunchback. Your best attack against him is to crouch and punch or crouch and kick. Alternatively, use the Jumping Kick, but you've got to have good timing to execute this move.

When the Enemy Energy Bar fills up at the bottom of the screen, get ready to fight the Pyromaniac. Climb onto the high ledge and kick the Pyromaniac as he jumps at you from below. If he gets close to you, pick him up and throw him away from you! The Pyromaniac's flame-thrower is deadly at close range. When the ENEMY Energy Bar drops to nothing, the Pyromaniac is flamed out.

There's a building of three Commanders just before the Boss. Since there aren't any walls around, defeating the Commanders is easy. A few Jumping Kicks (or thrown weapons) do the job.

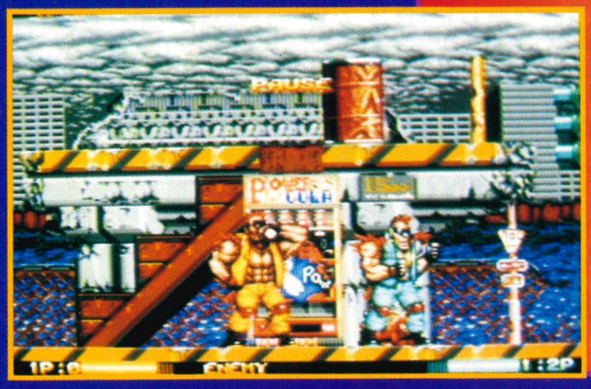
STAGE TWO: HIGHWAY

When you arrive at your first wall, you are attacked by two Grease Monkeys. These slowpokes are easy to pick up and throw, and are even easier to kick. Grab the pipe above the wall and throw it at the Monkeys for an even faster victory.

After battling past some Thugs and Commanders, you have to fight Armour-Dillo! Climb up and stand on the middle pillar while Armour-Dillo is rolling around. When he stops rolling and stands up, drop to the ground and attack him quickly, then climb back up to the pillar. Repeat this attack pattern until the Armour-Dillo is down and out!

After defeating the 'Dillo, you find a Power Cola machine. Punch the machine to cause four cans of Cola to roll out. Drink the cans, then finish off the machine with a few more blows. Don't blow up the machine before you drink the Cola, or the cans disappear!

Shortly after you destroy the Power Cola machine, a Flying Bike soars onto the screen. Climb up to the high ledge on the left and grab the Bike out of the air, then throw it down at the Thugs. Jump back down to the ground to finish off the Thugs.



STAGE THREE: ABANDONED WAREHOUSE

You are attacked at the start of the stage by blue and yellow-clad Commanders. Punch past them and the Rabid Hounds are set on you! Crouch and punch the putrid pooches as they attack. If one of the Hounds latches onto your armpit, tap the controller buttons to shake him loose.

Fight to the right until you spot two Mad Bombers. Beat up the Bomber on the ground; the Bomber on the high ledge should walk to the left and fall to the ground, where you can attack him with ease.

Shortly after you encounter the Bombers, you meet up with Cyborg D. Use Jumping Kicks to wear him down. When he starts shooting with his arm-rifle, climb up to the ledge in the upper-right corner and kick the Cyborg as it jumps up at you.

There's a Power Cola machine just past the Cyborg, but don't go for it until you defeat the Mad Bombers and Rabid Hounds. Walk to the right side of the machine and two blue Thugs attack from the right. When you've defeated both Thugs, it's safe to swig some Cola. Remember that you can only get four cans of Cola out of the machine before it blows up.

When you reach a treadmill, you're getting close to the Boss. Walk to the right side of the treadmill and punch through the wall, taking out the three Mad Bombers above the wall for some points. Walk outside and to the right until a Flying Bike comes onto the screen. Grab the Bike out of the air and throw it at its former passenger, Rhino-man!

STAGE FIVE: THE SUBWAY

You start the stage with a battle against two Pyromaniacs. Jump onto the ledge in the upper-right corner and attack the Pyros from there. Finish the Pyros, and two Black Gills enters the fray. These guys don't turn into Tiny Leos, but they're still rock!

Many more Pyros attack as you walk to the right. Keep smashing them with your Jumping Kicks, and grab them whenever you can. When the Flying Bikes appear, jump up and use them to knock out the Thugs.

After defeating a single Black Gill, an arrow appears on the right side of the screen, pointing at a ladder. Climb down the ladder and drop to the lowest ledge on the screen. Walk to the left and crouch down, staying slightly away from the edge of the screen. Now rapidly punch. The attacking Cyborg D2 is continually knocked away by your blows. Get away from the Cyborg D2 when it blows up, or you suffer damage!

When the Cyborg D2 takes its true form, return to your spot in the lower-left corner and continue your rapid punch attack. The D2 attacks by throwing its own head at you, but if you stay crouched, the head won't hit you. Keep punching until D2 blows up (once again, be sure to get away from the blast).

A second D2 attacks after you defeat the first. Use the same attack strategy and an arrow appears, guiding you to the right. Bash and smash your way through your enemies until you find the Power Cola machine. Drink four cans of Cola, then blow up the machine.

Move to the wall and kick your way through. Stay at a distance from the wall so the explosion doesn't harm you. When the wall has fallen, walk to the right and get ready to fight the fifth Boss, Nail Spider!

STAGE FOUR: BACK ALLEY

You won't encounter anything challenging until you reach the truck on the right side of the green wall. Six Commanders burst out of the truck, attacking you simultaneously. Run to the right and stand on the ledge above the FREEZ graffiti. From here, kick the Commanders as they jump up to get you.

When you reach the snowy slope, Hand-Sniper strides onto the screen! Stay on the ledge on the right side of the screen and use Jumping Kicks to attack Hand-Sniper as he walks to the left. You shouldn't even be touched by the Sniper if you use this attack.

After defeating Hand-Sniper, walk to the right and bust up the Power Cola machine to get four hard-earned cans. Continue past the Cola machine until you reach another green wall. The Santa Imposter attacks! Jump up and grab the hot dog sign to throw at evil Santa, then toss the pipe at him. The combined damage of the two projectiles gives Santa the gift of defeat!

The two Small Tanks may seem deadly, but you've got the strength to pick them up and throw them at each other. If you don't feel like a direct attack, just stand on the high ledge, jumping down to strike the Tanks from behind, then climbing back up before they react. Just remember to stay away from the Tanks when they explode, because you can be damaged.

STAGE SIX: THE MAD SCIENTIST'S HEADQUARTERS

xpect to run up against all the previous Bosses in this stage, which is a never-ending battle against wave after wave of mutant monsters!

In the first section of this stage, you encounter two Small Tanks, three Pyromaniacs, a Hand-Sniper, and two Grease Monkeys, in that order. You've beaten them all before, so beat them again!

After the Monkeys, you face off against a Cyborg D2! Force the Cyborg to the right side of the screen, on top of the yellow-striped ledge. Crouch and punch him to the right. You defeat him easily! When he's gone, walk onto the ledge and get ready for a wild ride!

Use Jumping Kicks on the attacking Thugs to knock them off the ledge. When the ledge comes to a stop, two Cyborg D2s drop from the top of the screen to attack! Get both of the Cyborgs to one side of you, then use the Crouching Punch attack to destroy them.

Bust through the wall to the right and battle the two Heavy Snakes. Remember to use the Crouching Punch against the snake-ropes. When both the Snakes go down, go to the right. You have to fight through three final enemies before the Mad Scientist: Rhino-man, Nail Spider, and Tiny Leo. Don't lose now!

When you defeat Tiny Leo, his body turns black. Walk to the right and you come face to face with the Mad Scientist! The Madman weeps over the body of Leo, then attack you in a rage! Crouch and punch the Scientist as he charges you. He takes a lot of punches, but you'll eventually drain his energy to nothing. This triggers the Mad Scientist's change into his mutant form!

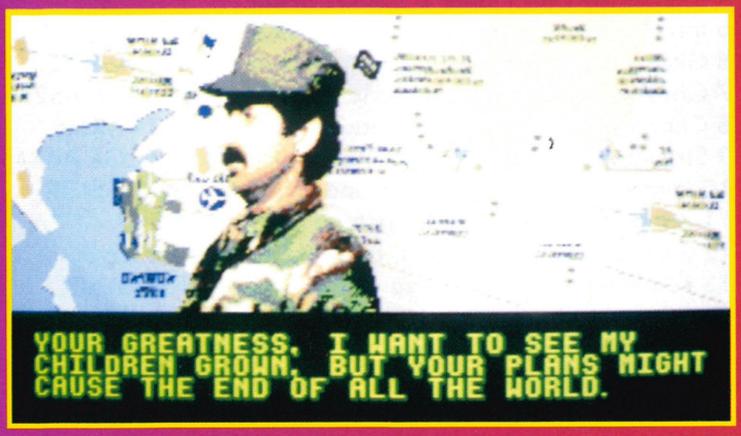
MASSIVE GAME GENIE EXTRAVAGANZA

If you're a bit fed up with the ease of some Megadrive titles, this is the section for you! We've compiled the bestest Game Genie codes on the hottest games, some to help you out if you're stuck, but mostly to make things a bit harder! If you think you're that smart, try putting a few of these codes together and weep as you're decimated. Remember that you can pick and mix your codes for whatever effects you choose, although you are limited by the Game Genie to only five codes at any one time. Thanks again to Hornby for all their help in researching these here codes.

BATTLE SQUADRON

1 MASTER CODE - MUST BE ENTERED - R1JT R6OT
WIMP CODES
2 Infinite lives - AD1T AAE0
3 Infinite smart bombs - AA5A AAC8
4 Don't downgrade weapons when killed - BDLA AA9Y
EXTRA EXTRA HARDO CODES
5 Enemy bullets travel very fast - 966T REF4
6 Enemy bullets travel at light speed - N66T REF4

DESERT STRIKE



1 MASTER CODE - MUST BE ENTERED - RH9T 860E
WIMP CODES
2 Infinite Lives - D3ZA AA7E
3 Infinite capacity for all weapons - AMLT AA44
4 Helicopter consumes no fuel - ABET AAFB
5 Red cross box worth 4 extra lives - SHRA BTYR
EXTRA EXTRA HARDO CODES
6 Chain gun capacity is only 600 rounds - MBST WEEN
7 Start with only 1 life - AE1A AADC
8 Hydra capacity is only 20 rockets - CVST WAF1
9 Hydras inflict less than half damage - BKST WAFN
10 Hydra capacity is only 4 missiles - AVST WAGJ
11 Hellfires inflict only half damage - GKST WAGL
12 Helicopter has only half fuel capacity - GKET AAAC
13 Helicopter consumes fuel faster - AVET AAF8
14 Helicopter has only half maximum armour - FVET ACGT
15 Helicopter carries only 1 passenger - AHSA AAFR
16 Red cross box worth nothing - AXRA AA6R

GOLDEN AXE 2

WIMP CODES
1 Player 1 starts with 9 lives - BEBT AADN
2 Player 2 starts with 9 lives - BEBT AAEZ
3 Both players continue with 9 lives - BGXA AA48 BNYA
4 Infinite lives, both players - BTJA AA48
5 Each magic book is worth 3 - FEPA BNYA
EXTRA EXTRA HARDO CODES
6 Player 1 starts with one life - AEBT AADN
7 Player 2 starts with one life - AEBT AAE2
8 Both players continue with only 1 life - AGXA AADR

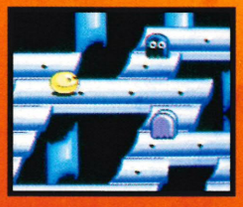
ROBOCOD

WIMP CODES
1 MASTER CODE - MUST BE ENTERED - R1RT R6XO
2 Infinite lives - A2DA AAAW
3 Spikes don't hurt - AJ8A AA8C
4 Bad guys don't hurt - AJ8T AA26
5 Invincibility - bad guys explode when you touch them - 968T B93C
6 Keep wings from round to round - AJYT AA20
EXTRA HARDO CODES
7 Some enemies are invisible - AVAA AAAA

KID CHAMELEON

EXTRA HARDO CODES
1 Infinite time - AFWT AAB6
2 Each diamond worth 4 - SD9A BTV0
3 Each diamond worth 8 - SD9A BAV0
4 Start on the Alien Isle - GABT JAB4
5 Start on the Towers of Blood - JABT JA84
6 Start on Elsewhere - KEBT JAB4
7 Start with 25 lives - DEDA AAE2
8 Start with 99 lives - NNDA AAE2
9 Infinite lives - A46A AA32
10 Each clock worth 8.00 instead of 3.00 - J99T BAIC
11 Diamond Powers (Circle of Doom, Samurai Haze, Invulnerability, Circle of Death, Mini-Snake, Slashing Rain) require no diamonds. Also, Diamond Powers (Death Snake, Extra Hit Point, Wall of Death, Extra Life, Swift Mini-Snake, Tracking Rain) require only 30 diamonds instead of 50 - BX5A GA6T
12 Don't lose transformation when you lose all your hit points - AL5T AA6Y
EXTRA HARDO CODES
13 Start timer at 1.00 instead of 3.00 - AFWT AAB6
14 Start wih 1 life instead of 3 - AEDA AAE2
15 Each clock worth only 1.00 instead of 3.00 - J99T BE1C
16 Helmets do not transform you into anything at all - 9W6T BCJ4 + AC6T AAA6

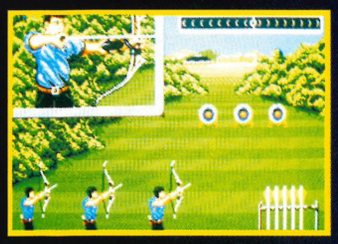
PACMANIA



WIMP CODES
1 Player 1 starts with 10 lives - BE0T AAEW
2 Player 2 starts with 10 lives - BEOT BA66
3 Infinite lives for Player 1 - 960T AREW
4 Infinite lives for Player 2 - S6OT BA66
5 Infinite lives for both players - ALEA AA6W
6 Ghosts stay blue twice as long as normal - KBCA AF22
7 Ghosts stay blue 8 times as long as normal - KBCA AS22
8 Cherry is worth 10000 instead of 1000 - CCGA ARM6
9 Strawberry is worth 20000 instead of 2000 - ECGA A6X4
10 Lemon is worth 30000 instead of 3000 - GCGA BL58
11 Banana is worth 50000 instead of 5000 - LCGA AHYA
12 Six lives after continuing, both players - A0ET AACL
13 Ten lives after continuing, both players - BGET AACL
EXTRA HARDO CODES
14 Player 1 starts with 2 lives - AEOT AAEW
15 Player 2 starts with 2 lives - AEOT BA66
16 Ghosts stay blue until eaten - KBCA A922
17 Ghosts cannot leave home - KBFA ATK2
18 Two lives after continuing, both players - AGET AACL
19 Ghosts stay blue half as long as normal - KBCA AF22
20 Ghosts don't turn blue - KBCA AB22
21 Ghosts are invisible - KBFA AT62

OLYMPIC GOLD

WIMP CODES
1 Players are more powerful - JBJA AEBW
2 Player never tires on the swimming event - BKSA AA3T
3 Each archery round consists of 12 shots - BTMT AABW + BWFT AACJ
4 Hammer Throw and Archery events consist of 9 rounds - BFPA CAEL
5 Nine attempts at each height in Pole Vault - BFTT CAHL +B7VA CAFR
6 Diving event consists of 4 rounds - AVPA CAD4
EXTRA HARDO CODES
7 Players are less powerful - 2BJA AABW
8 Each archery round consists of only 1 shot instead of the usual 6 - AEMT AABW + AGFT AACJ
9 Players always assigned lane six in the racing events in training mode only - AYHA BA2C
10 Hammer Throw and Archery events consist of 1 round instead of 3 - AFPA CAEL
11 Only one single attempt at each height in the Pole Vault event instead of the regular 3 - AFTT CAHL+ 87VA CAFR
12 Diving events consist of only one round instead of the much-loved usual 5 - AFPA CAD4



QUACKSHOT

1 MASTER CODE - MUST BE ENTERED - RECT A6VE
WIMP CODES
2 Start game with maximum power - BBJT AAAA
3 Almost infinite power - AKSA AA9J
4 Start with 25 Donalds - AZJA AAFN
5 Start with 50 Donalds - GKJA AAFN
6 Start with 99 Donalds - NPJA AAFN
7 Infinite Donalds - AVEA AASW
8 Infinite popcorn on popcorn pickup - AKJT AA6W
EXTRA HARDO CODES
9 Start game with less power - AKJT AAAA
10 Start with 1 Donald - AFJA AAFN

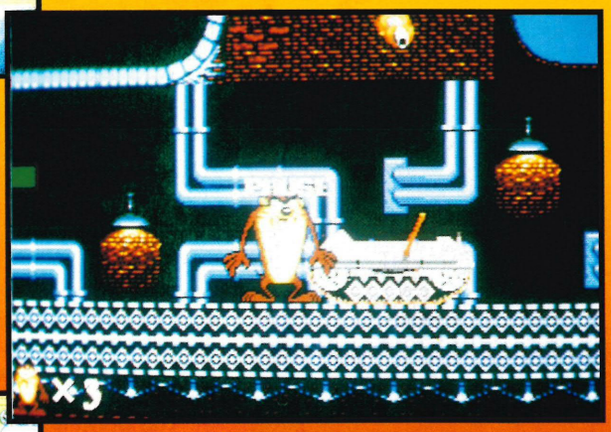
PITFIGHTER

WIMP CODES
1 Must only win eight matches instead of the usual fifteen to become champion - A9TT 3A2R + JDTT 20JT + PDTT 22AW
2 Must only win one match to become champion - B5TT 3A2R + JDTT 20JT + PDTT 22AW
3 Start with 6 lives - A32A 2AAJ
4 Infinite lives - AV2T 2A2R
5 Match clock runs slower - JB4A 2AGE
6 Match clock frozen (no time limit) - GB4A 2A8L
7 Power Pill lasts for a longer time - EDRT 2GHG
8 Power pill lasts until death or until the end of the match - ALFA 2A26
9 Both players fight for championship at the same time - B9TT 3A2R + JDTT 20JT + PDTT 22AW
EXTRA HARDO CODES
10 Start with one life - AF2A 2AAJ
11 Match clock runs faster - BB4A 2AGE
12 Power Pill lasts for a shorter time - 3DRT 2AHG

TOE JAM AND EARL

WIMP CODES
1 Don't use up presents in inventory - MWPA AA5J
2 Always share presents - ALKA AA4Y
3 See the entire map uncovered on each level - RF8A A6T2
4 Infinite lives - GC8A AYZT
5 Don't drown in the water - HC8T AA32
6 Santa is easier to sneak up on - ATXA EA3Y
7 Eack Buck is worth five - GBLA DYY8
8 Un-Fall present always ups you one level - HTFA DBSN + DEFA CAHR
9 Faster progression through the ranks - JC6A AH6Y
10 Toe Jam and Earl move twice as fast - TD2A AEAJ
11 All monsters are Santas - CV8A DT2Y
12 Kill all monsters with one tomato - 1V9A DCCJ + AF9A CACL
13 Super Hi-Tops last twice as long - 5V3T CLGR
14 All other presents last twice as long - 4B3T CRAE
15 Short game - RH6T C6VN + JH6T DJV4 + TH6T DRB6
EXTRA EXTRA HARDO CODES
16 Don't uncover any map tiles - REFT A6YL
17 All monsters are Boogeymen - CB8A DT2Y
18 All monsters are moles (very nasty) - CK8A DT2Y

TAZ-MANIA



WIMP CODES
1 Start with 20 lives - EAJT JABY + EAKT JAB2
2 Start with 50 lives - LAJT JABY + LAKT JAB2
3 Start with 100 lives - AAJT JCBY + AAKT JCB2
4 Infinite lives - AJKT JA24
5 Start with 50 continues - GJJT JABY
6 Start with 100 continues - NTJT JABY
7 Infinite continues - AKCT GA7W
8 Sixty seconds to continue game - NDGT GADE
9 Infinite seconds to continue game - AMGA GA3R
10 Never lose health - AJXA GA22
11 Play every second level - PYKT KJW2
12 Play every third level - PYKT KNW2
13 Two minutes of invincibility every time a star is eaten - CB4T E6AN
14 Five minutes of invincibility every time a star is eaten - FB4T EGAN
15 Fifteen seconds of invincibilty after injury - 2JLT JCF0
16 Twenty seconds of invincibility after injury - MALT JEF0
17 Infinite invincibility after injury - AKAA FA8A
18 Each Photo 1 worth ten lives - CB4A FA8A
19 Each Photo 3 worth 3 continues - PZ4A F21R
20 Each Photo 3 wirth 8 continues - PZ4A FA1R
21 Each food worth 50% health - FZ4A F2YJ
22 Each food worth 67% health - FZ4A FAYJ
23 Each food worth 100% health- RF4A E6YW
EXTRA HARDO CODES
24 Start with only 1 life - AEJT JABY + AEKT JAB2
25 Start with no continues - AAJT JABY
26 Five seconds to continue - A1GT GADE
27 No invincibility when star is eaten - AB4T EEAN
28 Ten seconds of invincibility when star is eaten - FV4T ECAN
29 Two seconds of invincibility after injury - G2LT JAF0
30 Each Photo 1 worth no lives - AB4A FA8A
31 Each Photo 3 worth no continues - AK4A EA9R
32 Each food worth no health - AK4A EA6J

THE SCENE

Splatterhouse 2 is a sequel to the original Splatterhouse, which appeared in the arcades a few years ago (but never on the Sega Megadrive). You are Rick, the wearer of the magical (and somewhat evil) Terror Mask. The mask gives you enormous strength. Your goal is to rescue your gal Jennifer, locked deep within a mansion populated with grotesque creatures. Fight your way through the creatures and save Jennifer!

SPLATTERHOUS

LIVES AND CONTINUES

You start with three lives. Each life has two, three or four hearts to measure damage. (The amount of hearts depends on the skill level you're playing at.) Each time Rick is hit, he loses a heart. If he loses all his hearts, he loses a life. If Rick loses all his lives, Jennifer's doomed.

You have an unlimited number of continues. If you lose your last life, you can continue from the start of the last stage you reached. If you decide not to continue, you receive a password. You can use the password in a later play session.

WEAPONS

ick works best with a weapon, but he won't always have one. Without a weapon, Rick punches if he's standing. Rick kicks if he's jumping or ducking. With a weapon, Rick uses the weapon if he's standing or jumping. Rick doesn't use the weapon if he's ducking; he kicks instead.

One special attack at your command is the slide kick. To execute this manoeuvre, jump up and then hold the controller down or diagonally down. Hit the B button just before Rick hits the ground.

Weapons are twice as strong as your bodily attacks, so one weapon hit counts as two regular hits. Find these weapons in various locations in the mansion.

The bone is a short-range bludgeoning weapon. Unlimited use in one area.

The chainsaw buzzes through your enemies. Unlimited use in one area.

The ghoul head is a disgusting projectile weapon. One use only.

The oar is a long-range bludgeoning weapon. Unlimited use in one area.

The pipe is a medium-range bludgeoning weapon. Unlimited use in one area.

The potassium bomb is a fiery firebomb. One use only.

The shotgun has eight rounds of firepower. Shoot your enemies from a distance!

FRIENDS

Jennifer's your girlfriend, and she's your only chance of removing the Terror Mask. Find her and save her!

ENEMIES

Crawling hands scurry along the ground, trying to latch onto your legs.

Crawling slugs crawl. And they're slugs. Hence the name.

Ghouls are creatures with huge white eyes. It takes a few good blows to destroy a ghoul.

Hanging corpses hang from the top of the screen. Ugh!

Screaming Mimis lash at you with their long claws. There are several differently coloured Mimis.

Zombies drool rotting flesh. And they don't smell that great, either.

GENERAL TIPS

The key to defeating Splatterhouse 2 is timing and more timing. Unless your reflexes are lightning-quick, even the first boss gives you lots of trouble. Fortunately, since the attack patterns are always the same, you'll pick up on the timing as you play.

Each stage has certain enemies of the screen that are better for attacking and moving than others. Watch where the enemies are coming from and go where they aren't.

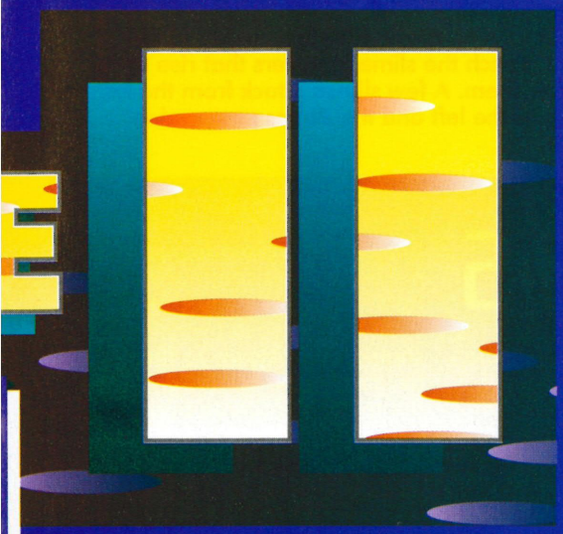
STAGE 1-1

Here come the zombies! Punch the zombies in half as you walk to the right. After the fourth zombie, a crawling slug erupts from the zombie body in the background. Duck under the slug or punch it in the air.

Jump over the pit of slugs and walk to the right until you find the pipe. Pick up the pipe and start swinging! Watch the top of the screen as you move to the right. Eventually, you'll see the tail of a slug poking through a hole. When the slug falls to the ground, leap over it.

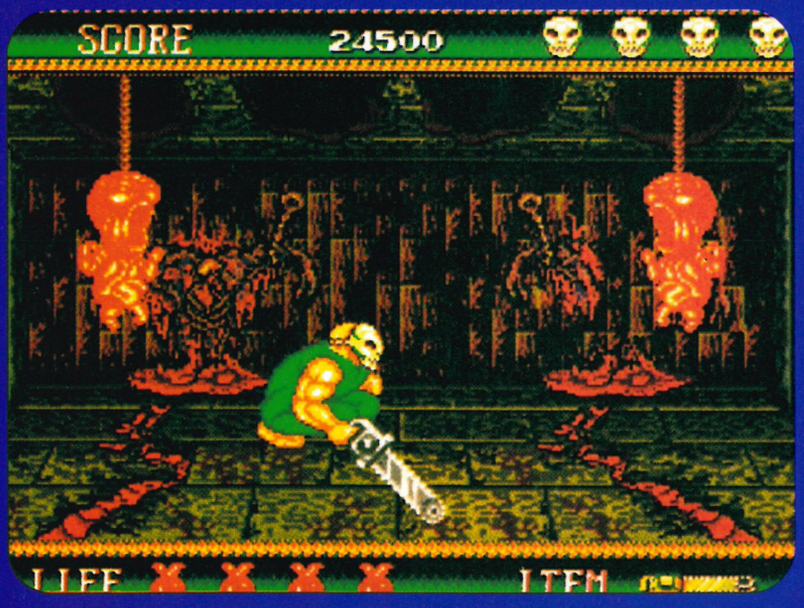
After the single slug, two slugs drop on either side of you. Jump to the left and over the first slug, then jump back to the right and leap the second slug. Jump over the slug pit and leap to the right when the next group of two slugs falls from the roof.

Walk to the right and slam the last few zombies into sludge with the pipe. When you find the doorway, go through. Rick can't bring the pipe with him, unfortunately.



STAGE 1-2

Inside this room is the first boss. Walk up to the boss, crouch down, and kick it in the stomach to cause damage. The boss spits harmful green slime at you, but you can kick faster than it can spit slime.



STAGE 2-2

Walk to the right and punch the green Mimi out of your way. Keep going until you find the purple Mimi. This Mimi lashes out with its sharp claws. Duck underneath the claws and kick or punch the Mimi. Purple Mimis take two hits, so you'll need to hit it a second time to defeat it.

Defeat the next two purple Mimis and jump over the gore-covered spike beds. Stop on the right side of the spike beds and watch the spikes rising in and out of the floor. Run to the right when the spikes on the left lower into the floor. The spikes won't hurt you until they've raised all the way out of the floor.

Punch the two purple Mimis and pick up the bone. Continue to the right and whack the Mimis into slime with the bone. It's a short-range weapon, so you have to duck underneath the Mimi attacks before you can strike.

Jump over the next group of spike beds and walk to the right until a slime monster falls from the top of the screen. Whack the monster with the bone and leap over it while it's a slime pool. Hit the second slime monster and leap over it, then walk to the right until you drop the bone and continue to the next stage.

STAGE 2-1

You are attacked by ten groups of two screaming Mimis. Position yourself halfway between the left side of the elevator and the middle of the elevator, facing to the left. When each group of Mimis drops into the elevator, punch the one on the left immediately and face to the right.

The right Mimi uses one of two different attacks. In the first attack, the Mimi on the right jumps all the way across the elevator. If it does this, walk to the right, turn around and punch the Mimi when it lands. In the second attack, the Mimi jumps into the middle of the elevator; stand your ground and punch the Mimi as it lands in the middle.

The right Mimi alternates between one use of the first attack and two uses of the second attack, so you'll always know which attack is coming up. After you defeat the tenth group of Mimis, the elevator comes to a stop.

STAGE 3-1

Walk to the right and attack the purple Mimis. One of the Mimis jumps backwards and land in a pool of acid. (If you fall into an acid pool, jump out immediately before you take too much damage.)

Jump over the first acid pool and kick the leaping piranha in mid-air. If the piranha latches onto you, thrash back and forth to shake it loose. Jump over the second pool and punch the Mimi.

Walk to the next group of acid pools. Jump over the first pool and kick the piranha in mid-jump, then leap the second pool and duck to avoid the second piranha. Leap over the third pool and continue to the right.

Punch the next purple Mimi into the acid pool and leap over the pool; kick the piranha and then jump the second pool. Four purple Mimis attack you before the next group of pools; take your time and defeat them all.

Jump over the next group of acid pools (kick the attacking piranha) and continue to the right. You've got to pass three more acid pools before you reach the doorway to the next stage.

STAGE 3-2

Walk to the far left side of the room and wait for the hanging corpse to rise into the roof. When the corpse is off the screen, the hedge clippers levitate off the ground. Stay on the far left and keep punching rapidly. The clippers soar at you, but you can punch them away. Keep punching until the chainsaw floats down in front of you. Punch it out of the air and pick it up.

Walk to the right and use the chainsaw to hit the clippers as they fly toward you. Quickly return to the far left side of the screen, turn to the right, and use the chainsaw on the nearest hanging corpse. Hit the corpse three times and you should destroy it, Move over to the right side of the screen and hit the corpse on that side twice.

Stay on the far right side and continue using the chainsaw on the corpse nearest to you until two corpses lower down into the middle of the screen. Move slightly to the left and hit the closer of the two corpses, then run back to the right to avoid the slimy hurl of the other corpse. Grind each corpse twice to destroy them both.

An embryonic creature bursts out of the wall at the back of the room. Use the chainsaw on it and watch the blood flow down the screen. Yuck!

STAGE 4-2

This stage marks the first appearance of the ghouls. They move fast, so watch out! Keep walking to the right and leaping over the pits.

The trickiest part of this stage is the whirling ghosts. When one of these ghosts touches you, it reverses the directions of the joystick, If you push left, you walk to the right, and vice versa. This can be confusing at first, but you'll get used to it. In fact, you may want to get surrounded by as many whirling ghosts as you can. This way, the controls remain "backwards" throughout the stage.

If you fall into one of the pits, you enter a sub-stage filled with ghouls and spikes. There's nothing much to say about the sub-stage; just walk to the right and be ready to fight ghouls from both sides. This sub-stage takes you to stage 4-3, just like the regular stage.

STAGE 5-2

This stage is filled with bookcases and crawling hands. It's pretty obvious what to do: walk to the right, crouching and kicking the Hands as they attack. Take your time and fight your way to the next stage.

STAGE 5-3

Here's another fairly simple stage. Several pink Mimis smash out of the tanks in the background, but they're just as easy to kill as the other Mimis, and they only attack one at a time (except for a group of two Mimis near the end of the stage). The only dangers here are the pits in the floor. If you fall into a pit, you'll need to hack through a ghoul-infested basement before you reach the next stage.

STAGE 5-4

The key to this stage: don't stop moving! Keep running to the right as fast as you can. Punch the slime monsters that rise up to attack you and leap over them. A few slimes attack from the left side of the screen; leap to the left and the slimes pass underneath you.

STAGE 5-5

The boss of this stage is a zombie scientist! Move to the right slowly, avoiding the zombie's potassium bomb attacks. If you're close enough, you can even punch the bombs out of the air before they hit the ground. You can also destroy the zombie's bombs by hitting them with your own bombs (there are a few found in this stage).

Speaking of bombs, when you see one on the ground, stay away from it. Let it explode and fizzle out before you continue to the right. Don't take any chances!

Another reason why you should move slowly to the right is because a few bombs drop from the top of the screen and explode into high pillars of fire. If you're extremely fast, you can jump over these bombs, but it's smarter (and safer) to move slowly.

When the zombie scientist stops running away from you, you've reached the end of the stage. Whack the scientist with a punch to smear his brains all over the floor. Totally gross!

STAGE 4-3

The boss of this stage has two forms. The first form has a predictable attack pattern; when you get too close, it jumps backwards and then slides across the screen. Stay at a distance from the first form and it hops at you slowly. When the boss hops into the air, move toward it and punch it when it lands, then jump over it when it slides to the opposite side of the screen.

When you strike the first form eight times, it splatters onto the ground and turns into the second form, an incredibly speedy spider. Drive the spider to one side of the screen and keep it there with kick and punches. If the spider jumps into the air, use a punch. If it scurries along the ground, use a crouching kick. Keep striking the spider until it explodes into gore!

STAGE 5-1

The purple Mimis at the beginning of the stage are nothing new, but the crawling hands are definitely new! Crouch and kick to kill these freaks of nature.

When you find the shotgun, watch the head mounted on the wall above it. The head spurts out a puddle of harmful slime at regular intervals. Grab the gun and move to the right.

Blast your way through the purple Mimis as you walk to the right. You'll have to pass several groups of mounted heads. Run past the heads just after they hurl chunks (ie, vomit slime). You'll soon find the door to the next part of the stage.

STAGE 6

You see Jennifer at the beginning of this stage, but not for long. A massive group of slimy arms drag her down into the portal! Move to the far left side of the screen and wait.

Eventually, small hands start flying out of the portal. Punch and kick these hands as they fly toward you. Punch the high-flying hands and kick the low-flying hands. Keep up this attack until the hands stop coming.

Stay on the far left side of the screen to fight the demon heads that come from the portal after the hands. They fly at three different altitudes: use jump kicks, punches, and crouching kicks to knock the heads away. After you destroy a few heads, they change their attack pattern and start zig-zagging. Move a bit to the right to give yourself more room to battle the heads.

When you've destroyed enough heads, you face off against the third and final boss of this stage, a huge snake. This snake has some fancy moves, but all you have to do is hit it in the head a few times with punches. The snake explodes and you'll open the way to the next stage.

STAGE 7-2

Start out by punching the crystal. The glowing balls around the crystal can be punched and destroyed, but don't let them hit you.

After you punch the crystal, it disappears and five glowing balls appear at the bottom of the screen. Position yourself between two of the balls before they erupt into pillars of lightning! When the lightning dissipates, hit the crystal again. You've got to hit the crystal five times to free the lovely Jennifer!

Once Jennifer is freed, walk to the far right side of the screen and keep walking. A strange blue apparition attacks you from the left side of the screen, shooting glowing balls at you. Turn around to punch any glowing ball that gets too close, but otherwise, keep walking to the right. When the apparition disappears, you've finished the stage.

STAGE 8-1

Punching out the attacking ghouls is easy. Dodging the rubble falling from the top the screen isn't! The following mini-list tells you exactly where to position yourself on the screen to dodge each "wave" of rubble: Centre, centre, centre, left, centre, centre, centre, left, left, left, centre. There are more waves after the final one in the list, but all you have to do is stay in the centre of the elevator and they won't hit you.

STAGE 8-2

Stand on the far right side of the screen (obscuring the lovely Jennifer from view) and face left. Wait for the monster to shoot a spike at you. If the spike is at shoulder level, punch it out of the air and pick it up. If it's below shoulder level, jump over it. (If you've already got a spike in your hands, and another one comes at you at head level, duck under it.)

Once you've got a spike, you have to throw it back at the monster. Jump into the air and throw the spike just before you land. If your timing is right, you'll hit the monster in the eye and cause damage. You've got to hit the creature six times to defeat it and move to the next stage.

STAGE 8-3

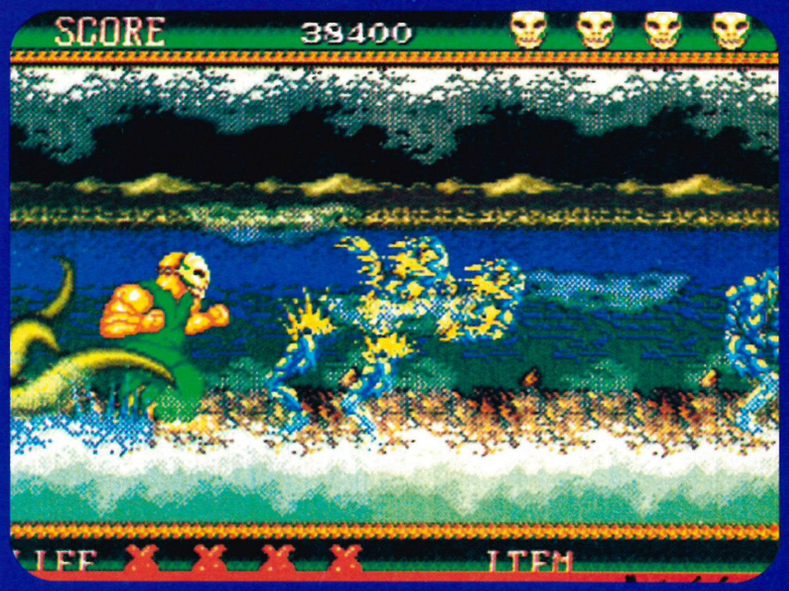
This is it, the final stage! Here's how to splatter the final boss.

The boss starts its attack from the sides of the screen, shooting demonic heads toward you. Jump kick through the heads, and jump kick the boss to cause damage, then move toward the opposite side and get ready to strike again. The boss attacks from the sides of the screen four times. After the fourth attack, move to the far left side of the screen.

Punch rapidly to knock away the two attacking wolf heads, then crouch kick the third head. Quickly jump kick the boss as he moves to the left. Repeat the punch/crouch kick/jump kick pattern three more times, until the boss turns into its most vulnerable form: a flying head!

Move into the middle of the screen and hit the flying head with jump kicks and punches. At the same time, be careful not to take damage. If you strike the head enough times, it turns to stone and crashes to the ground! If you don't hit the head enough times, the boss repeats its attack pattern (starting with the attacks from the sides of the screen).

If the head turns to stone, you've defeated the boss and won the game! Jennifer is safe, and the evil powers of the Terror Mask have left your body forever. Or have they?



THE SCENE

Since the beginning of time, the battle between Good and Evil has raged. Sometimes Good has been more powerful, sometimes Evil. Yet the cosmic scheme of things always balances the two forces again. Now you get to try your hand at changing that balance.

You are Good. Your opponent is Evil. Your battle takes place across nearly five hundred worlds, each populated by followers of Good and followers of Evil. As a god of Good, you must help the Good people to settle; raise crops; advance technologically; and ultimately destroy the Evil people. Of course, Evil is doing the same thing for his followers - and they will destroy your people if you let them.

Will you win and insure happiness throughout the universe? Or will Evil succeed and cast its blackness upon every life form in the cosmos? Only your wisdom will decide!

SCORING

If you conquer a world, you receive points based on the number of battles you won, and the number of Knights and settlements you have left. So it pays to rout the opposition completely.

CONTROLS

The Populous screen may look complex, but it's really simpler than it seems:

The Book of Worlds shows an overview of the entire world. It also shows Good settlements (white dots), Good Walkers (blue dots), Evil settlements (dark grey dots), Evil Walkers (red dots), rocks (light grey dots), and the location of the Close-Up Map (white crosshair).

The Manna Bar is an indication of your current strength.

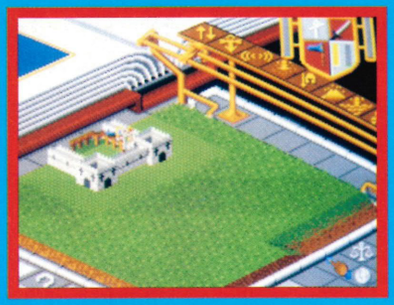
The Info Shield gives you information on the Walker or settlement currently selected by the Shield (the Shield Bearer):

The bars on the sides of the Shield indicate the populations of Good (left bar) and Evil (right bar).

The upper-left corner shows the Alignment (Good or Evil) of the Shield Bearer.

The upper-right corner shows the Advancement of the Shield Bearer, with a picture of one of the Walker Weapons.

The lower-left corner shows the Shield Bearer: Walker, Knight, Leader, or settlement.



LIVES AND HOW TO LOSE THEM

Populous is played out over a series of worlds. Each world pits you against Evil. If you destroy all the Evil followers in a world, you advance to a new world. If all your followers die, you have to try the world again.

Your people are called Walkers. The number of Good Walkers determines how much power, or Manna, you have. So if you use Manna to flatten land for your Walkers, they settle more easily, and you get more Manna to flatten more land.

Walkers go through lifespans; they weaken and eventually die. In the more hostile worlds, they die very quickly if they cannot settle. Walkers can also die in combat.

One Walker is the Leader. This Walker is similar to the others, except that he can be transformed into a Knight. Without a Leader, you cannot move the Papal Magnet.

The lower-right corner shows the strength of the Shield Bearer. For a settlement, the yellow bar shows strength and defensive power. The green bar shows the population. If this is full, a new Walker will emerge. For a Walker, the bars show the strength of the Walker.

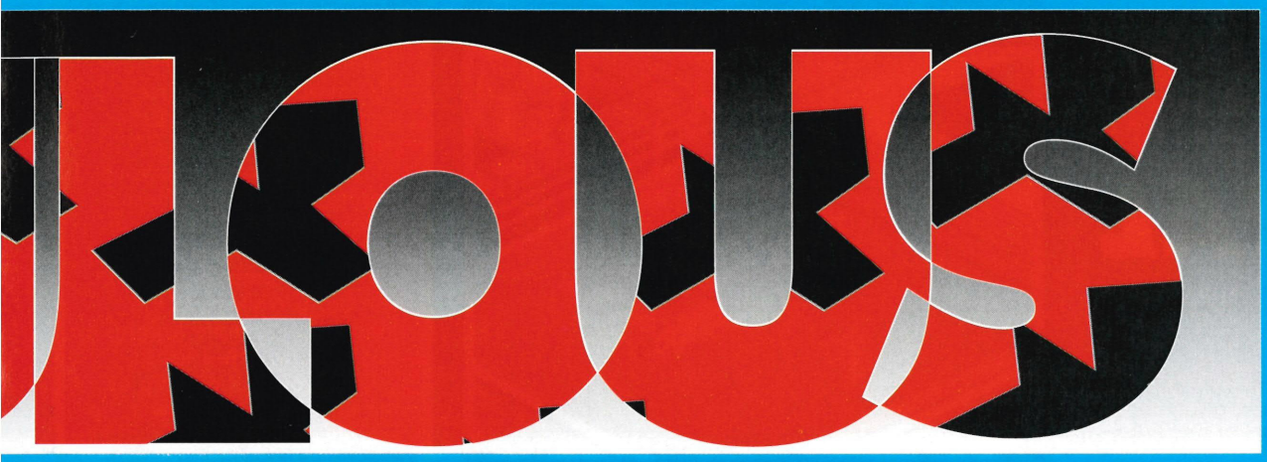
The Close-Up Map is a small area of the current world. It's like a zoom-lens view of the crosshair location on the Book of Worlds. It shows everything within the area in detail. You also raise and lower land with the Close-Up Map, by moving the pointer to a location on it and pressing Button A (to raise) or Button C (to lower).

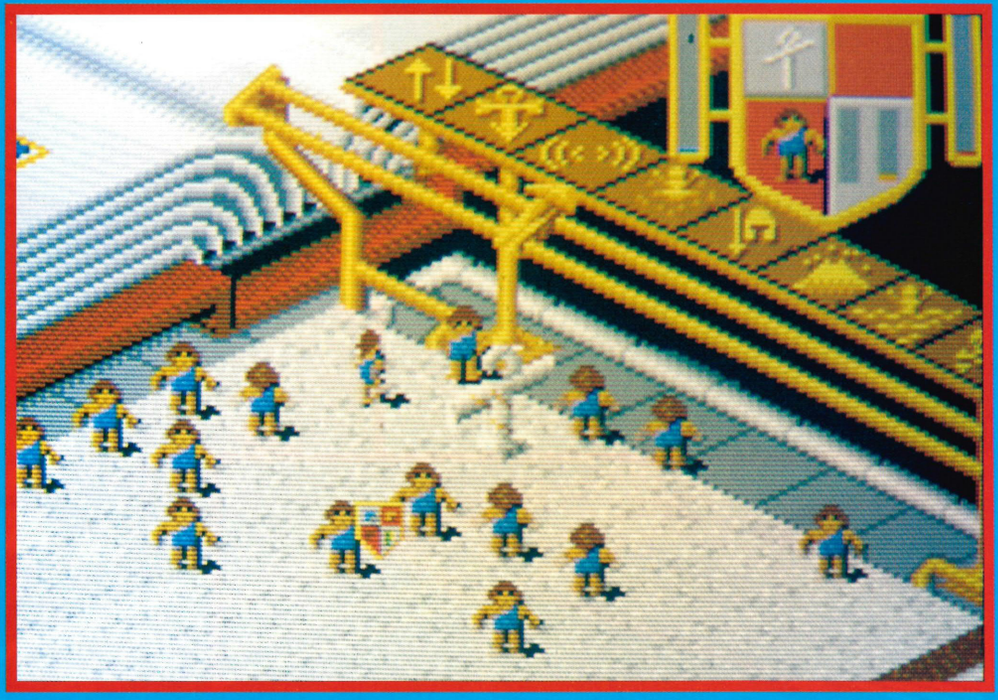
The Command Symbols control most of the game. Move the crosshair onto a symbol and press A or C to activate it. Some symbols change the crosshair itself into another symbol. For instance, the Question Mark changes it into a shield. Place that shield on a Walker or settlement and he or it becomes the Shield Bearer. Click on the two arrows (the Raise and Lower Land symbol) to return the crosshair.

The rest of the commands are described well in the manual, so we won't repeat all that information. However, in the general tips, you'll learn the best ways to use these symbols.

SPECIAL ITEMS

There really aren't any special items in the game, other than the various command icons and the ankhs, or holy symbols, of each side.





CONTINUES

Every time you defeat a world, you advance to a new world. It is not always the next one in sequence; you may advance several worlds (depending on how well you did on the previous one).

You receive a password for each world you complete. When you start the game, you should select NEW GAME, and enter the password for the world you were on. Now you'll start at that world.

Even if you die on a world, you're allowed to play that world again.

WEAPONS

Since you perform the role of a god, your weapons are truly awesome. They range from simple earthquakes to devastating floods and volcanoes. In the general tips, you'll find some tips for how to use these weapons effectively.

Your ability to use weapons depends on how much Manna you have. Much of your time as a god is spent arranging the land for your worshippers, but when the Manna Bar begins to rise, so does your taste for retribution. All evil followers beware!

Walkers use weapons as well - modest weapons, of course, for they are only Walkers. Walkers may use (in order of effectiveness): Fists, Rocks, Clubs, Spears, Axes, Short Bows, Balls and Chains, Long Bows, or Swords - depending on their level of cultural advancement.

Depending on the terrain of the world, there may be a limit to cultural advancement. On Desert terrains, for example, Ball and Chain is the highest weapon attainable.

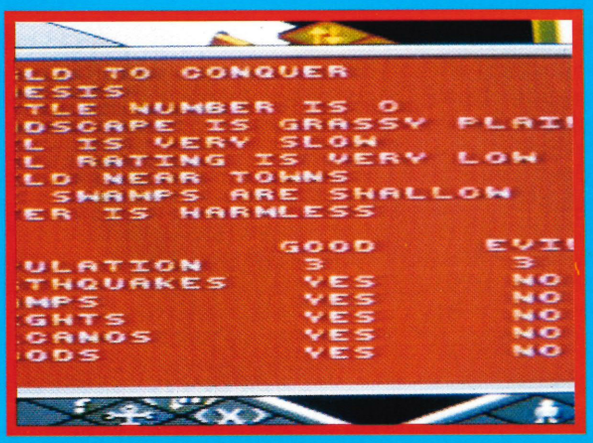
FRIENDS

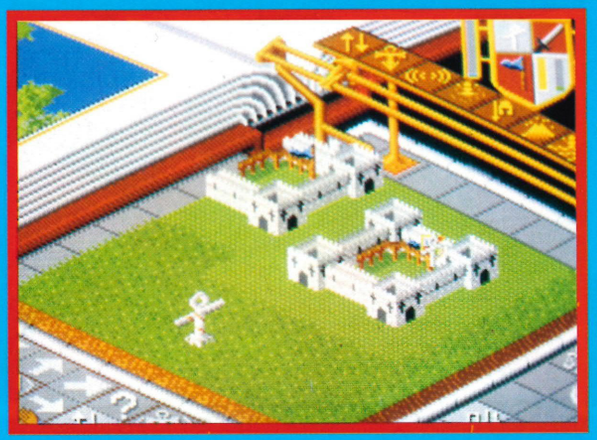
You are the Walkers' friend, and they are yours! Be good to them and you have power beyond imagination.

ENEMIES

Evil is the enemy, always has been, always will be. He takes actions to insure that his people prosper, while yours suffer horribly. Evil can, depending on the world, create Knights and use Divine Intervention just like you!

Another kind of enemy appears from time to time. These random enemies destroy the land they touch, and they don't discriminate. There's nothing you can do about it when a Swamp Creature cuts a swath through your carefully tilled fields leaving swamps in its wake. Random enemies are simply another problem for a god to deal with.





DEFENSIVE STRATEGIES

When an Evil Knight attacks, you can: ignore it, and clean up the damage it creates; try to kill it by swamping or lowering it into the water; or create a strong Leader to defeat the Knight.

Another defence against Knights is to build small settlements in the hills between your castles and Evil's. This way, attacking Knights will spend their time (and their life) attacking the houses and huts while your castles remain safe.

Evil tries to swamp your Leaders quite often. Here's a defence: place the Papal Magnet in a lumpy area that can't be swamped. Now you can bring Walkers to the Magnet and create Knights to attack Evil. He tries to swamp you, but as long as the terrain won't allow it, he merely wastes Manna.

GENERAL TIPS

Populous is a very open-ended game. You can try literally any type of strategy you like, although certain ones work a lot better than others! Here are some basic hints to get you started.

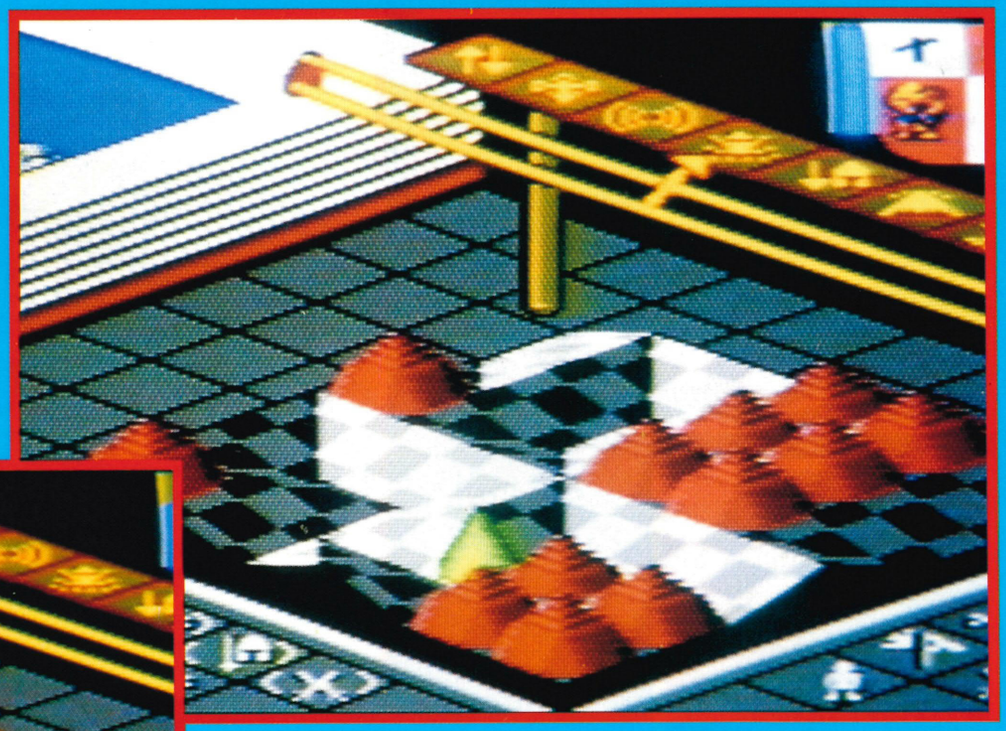
Flatten the land so that your Walkers can build castles as quickly as possible. This starts your Manna building, which is important since it is so low at the beginning of each world.

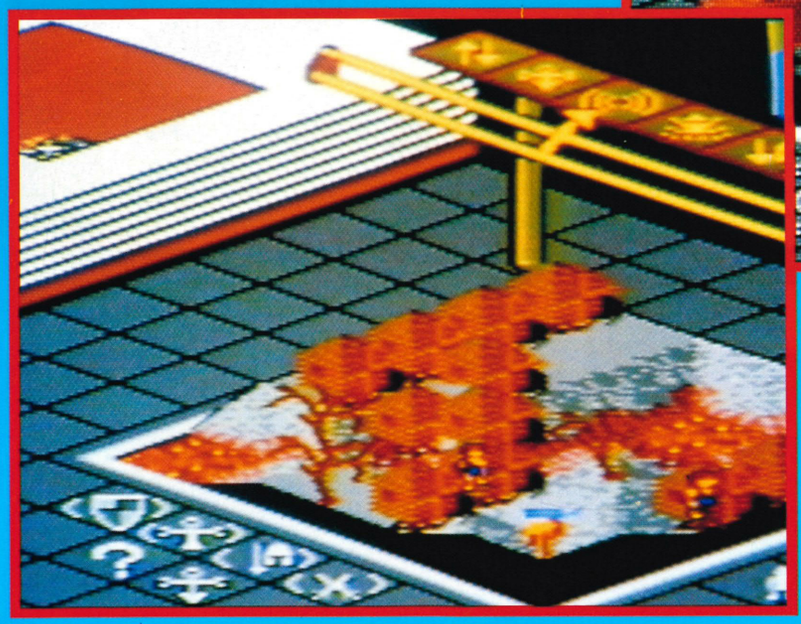
Don't try to attack Evil at the beginning of the game. You should concentrate on flattening land for quite some time.

Here's a trick to produce Walkers faster than normal; create a castle and then lower the land near it. The castle shrinks to a smaller settlement, and a Walker usually comes out. Then fill in the hole you created to rebuild the castle.

The Volcano is, without a doubt, the most destructive Intervention. Try several Volcanoes to really mess Evil up.

Use your Shield to keep an eye on Evil's Leader. This way, if he gets too strong you can wipe him out.





DIVINE INTERVENTIONS

Swamps can be very effective against castles and Leaders. They only work on flat land, but that's where Evil's castles are! Swamping an Evil Knight or Leader is always good for your confidence (and your Manna).

Knights can really do a number on the enemy. They burn the Evil settlements and make them unusable unless they're lowered into the ocean. Before you create a Knight, make sure your Leader is very strong and has an excellent weapon. You can have multiple Knights rampaging at the same time if you have the Manna to create more than one!

THE LEADER

Building up your Leader can be the difference between winning or losing. There are several ways to achieve this.

The most obvious way is to use the Go To Papal Magnet or Gather Then Settle options. This gets the Leader strong and ready to rumble.

Move the Leader to a settlement with a high level of cultural advancement. He is equipped with a powerful weapon. Weaker Walkers with better weapons usually win battles.

Use the Leader as a pseudo-Knight by moving the Papal Magnet onto Evil settlements, and then using the Go to Papal Magnet mode. The Leader goes to the settlement and routs it! Using the Leader in this manner, along with a few Knights wandering about, finishes off the enemy in no time.

Remember that when you turn a Leader into a Knight, the Papal Magnet is moved to the location where the transformation took place. Create another Leader quickly, or else you won't be able to move the Papal Magnet.

BUILDING

The technique used to get the Walkers out of castles is called Sprogging. Remove one square of land next to a castle, and it turns into a smaller settlement. This usually means the smaller settlement's population is too big, and a Walker is ejected. With several castles next to each other, lowering one square can sprog three castles at once! Don't forget to replace the land you've removed to rebuild the castle.

If you don't have enough Manna for a volcano, here's a tricky way to simulate one: have a Walker settle in enemy land. Then scroll the Close-Up map so that you can just see your settlement, but lots of Evil settlements. Then build the land up as much as you can!

The only way you ever defeat Evil in the later worlds is by building as fast as possible. In fact, you often have to build while he attacks! If you can fend off his attacks and build, you can win.

To build land quickly, raise the land twice, then lower the remaining lump. You fill in four squares of land with three button presses.

OFFENSIVE STRATEGIES

A double or triple volcano often destroys the area where it's used. A double volcano is better than two volcanoes in separate areas.

Getting in among the Evil settlements is good for several reasons. You're safe from swamping and other disasters, and you can build settlements from which to launch attacks.

MISCELLANEOUS TIPS AND TRICKS

Watch how Evil attacks you. Learn when it switches from a building mode to an attack mode. Check out how it flattens its land. Then use this knowledge for your own devious purposes.

Evil doesn't often let you eliminate its Leaders and Knights by lowering land; it just builds it right back up again. You can do it with practice, but it costs a lot of Manna that can often be better used elsewhere. On the other hand, if water is fatal in the game you're playing, lowering a very powerful knight or leader is often worth the Manna it takes.

If you and Evil start a world close together, use the Fight Then Settle mode. Your Walkers work toward the enemy slowly, settling along the way.

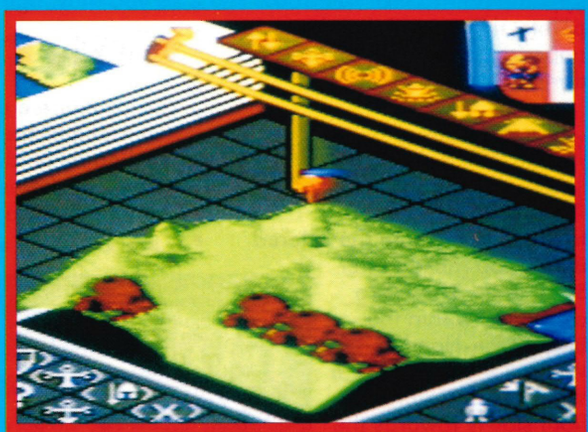
Each terrain allows only so much cultural advancement. Here's each type of terrain and the level it allows:

Grass—Sword
Rocky—Sword
Ice—None
Desert—Ball and Chain

In addition, your Walkers die faster in the Ice and Desert worlds.

All the settlements produce the same amount of Manna in the Ice worlds, so don't waste space with castles; build as many settlements as possible.

By the way, there's a limit to how many worlds you can advance by playing the game normally. If your performance in the previous game is truly divine, you skip five worlds.



SECRETS

So you want to try some of the later worlds? Here's a trick that will get you anywhere! Select New Game and Start to enter the password. But hold down the B button while you scroll through the letters—and numbers will appear. Good. Now put in a number five times the number of the level you want to play. For instance, put in 150 to play level 30! That's it. You're on your own now.

Don't try these passwords until you've become pretty experienced with the game; otherwise, you lose so quickly and easily that you become disheartened and not want to play the game any more!

ALTERED BEAST

THE SCENE

"Rise from your grave!" These are the words spoken to you by Zeus, the God of Thunder. He has resurrected you to undertake a mission for him; a mission that means more to him than to you! His daughter Athena has been kidnapped by Neff, the evil God of the Underworld. No ordinary man could take on such a creature; but you have the power of the Altered Beast! Who Are You? You were once a Roman Centurion; brave, strong and alive! But with your second chance at life, Zeus has given you the ability to transform into various Werebeasts, and you need their powers to defeat Neff and his cohorts.

SCORING

Collect points by wiping out Neff's brigade of baddies. Generally, the more dangerous the baddie the more points their worth. The major points are gained by beating a Boss. Neff appears three times in a round; if you are the Altered Beast, he changes into the Boss. Beat him the first time he appears and collect 100,000 points; the second time he appears, 50,000 points; and the third, 20,000.

SPECIAL ITEMS

In order to become the Altered Beast, you must gather Spirit Balls. These are contained within the blue Three-Headed Wolves. If you destroy a Wolf, the Ball starts to float slowly towards the top of the screen. Collect it and you power up. The order of the power-ups is:
One Ball: Giant Man.
Two Balls: Super Man.
Three Balls: Altered Beast.

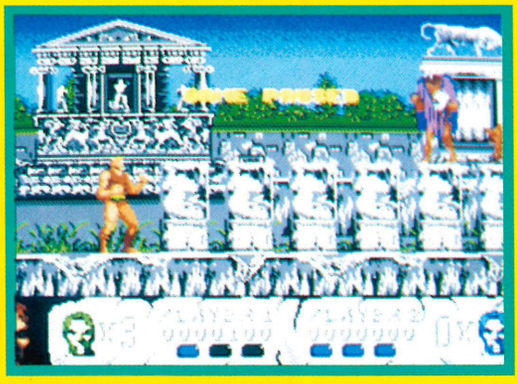
LIVES

You start the game with between one and five lives, depending on what you select on the Option Screen. Option Screen. Simply, press B and START at the title screen for a menu of options. A Power Bar measures your vitality in the game. Set the length of the bar from one to five bars. The default settings are three lives and three bars on the Gauge.

As you're hit by enemies, the bars change colour and then disappear altogether. Run out of bars and you lose a life. Run out of lives and you're dead. There's no way to regain lost lives or bars, so you must fight skillfully.

CONTINUES

You continue a game at the beginning of the last round you reached by holding down Button A when you press START. If you want more tricks, read on.



CONTROLS

In his normal form, the Centurion's only weapons are his feet and fists. As he collects Spirit Balls, he grows stronger. When he's collected three Balls and mutates into Werebeast form, he gains different powers. Here are your powers in each form:

Werewolf (Round One): Button A shoots a Fireball. Button B causes the Wolf to jump into a Flame Streak that shoots across the screen, destroying anything in its path.

Weredragon (Round Two): Button A shoots a Lightning Bolt. Button B electrifies the Dragon in a Laser Barrier, zapping anything close to it.

Werebear (Round Three): Button A shoots the Bear Breath, which turns anything it touches to stone. Button B executes the Body Spin, which turns the Bear into a spinning ball of destruction.

Weretiger (Round Four): Button A shoots the Bouncing Flame, a wobbly fireball. Button B makes the Tiger jump into a Pillar of Fire, killing anything above or below him.

Golden Werewolf (Round Five): Button A fires Golden Fire (which is similar to the Fireball). Button B activates the Golden Arrow. It's similar to the Flame Streak.

ROUND TWO

Round Leeches try to latch onto your head and suck your life away! Kick them away. If they get on you, move left and right quickly to shake them off.
Chicken Stingers have very pointy tails. If you're powered up, kick them; if you're not, kick them anyway.
Rattle Tails make their arrival known by sticking their tails out of the walls of the cave for a few moments; then they fly from the roof to the floor or vice versa. Kick their tails before they get a chance to emerge, or punch their heads when they make the jump.
Octeyes is the Boss. He shoots an insane number of eyeballs at you.

FRIENDS

Zeus was nice enough to bring you back to life, but that was more convenience than anything else. And Athena probably wouldn't be interested in a mere mortal— OR an Altered Beast. What's a Centurion to do?

ENEMIES

Each Round has its own enemies. Fortunately, they are few enough so that we can detail them here for you.
Round One:

Slow Feet are shuffling Zombies that lose their heads when you first hit them. Hit 'em again to get rid of them.

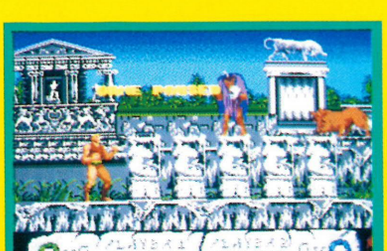
Headless Horrors carry their heads around in their hands! Kneel and punch these guys.

Skinny Orcuses are winged creatures that love to swoop down onto you! Use the laying-down kick.

Grave Zombies have a long reach and a short temper. Kneel and punch them.

Three-Headed Wolves come in two disgusting varieties. The brown ones just try to bite you. The blue ones contain Spirit Balls.

Aggar is the Boss. He's a disgusting blob that likes to pluck off his head and throw it at you— again and again!



GENERAL TIPS

Altered Beast is a very easy game. In fact the best tip is to turn up the difficulty on the Option Screen! Playing through the game in Normal Mode probably won't satisfy even an average game player. Each Boss has a weakness. By trying several techniques, you usually find the solution quickly.

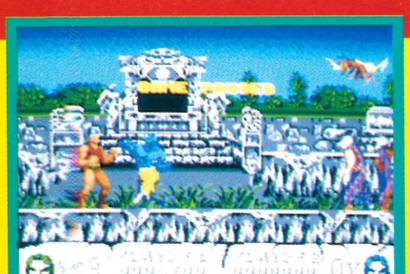
ROUND THREE

Cave Needles look like ants, but they're a lot sharper! A punch or kick does the trick.

Fossils are stone monsters that are created when you breathe on an enemy!

Rock Turtles move slowly, but do a lot of damage. Kick them hard.

Moldy Snail is a Boss hybrid of a Snail and a Salamander, and loves to spit projectiles at you!



ROUND FOUR

Hammer Demons are like Orcuses, but they've got weapons! Jump and punch them.

The Crocodile Worm is a floating creature Boss that shoots huge fireballs—and small Dragons—at you.

Round Five:

Saw Fishes have saws for fins! Punch or kick.

Gory Goats bounce around, looking to sneak a punch in. Kick them.

Rad Boars are armed with clubs!

The Dark Unicorn kicks with deadly precision. Use your kneeling punch.

Neff is the man behind all the madness!

ROUND THREE: THE CAVERN

Three Cave Needles jump at you from the ledge to the right, then two from the left. Then three Wolves bound off the right ledge. The third one is blue.

You need to use the high jump (press up while pressing Button C) to get onto the ledge. If you don't, you are forced into a pit and an instant return to your grave. As you're crossing this first ledge, several Grave Masters appear. Another two Wolves, one blue, jump at you from the left. Be ready. Near the end, Cave Needles also come from the left. When you reach the other side, jump down and quickly kick the Turtle. By now, you should be the Werebear; Neff appears just about now. If you're not altered yet, keep going until you are.

Use your Body Spin and start spinning at Moldy Snail. Try to spin up and into his body. Now his spores can't hit you, and you'll be hitting him. If he knocks you back, just jump right back at him. You don't get damaged by being knocked back out of him. You should defeat him easily this way. He turns red, and eventually blows up!

ROUND TWO: THE CAVE

Round Leeches and Wolves attack at the start of this level. Be sure to kick the Leeches before they can get to you. They can be very annoying if you let them. The third Wolf is blue; get him and get the Ball! Then the Rattle Tail makes its first appearance; kick that Rattle before he jumps up!

The second Ball you grab is between two Rattlers. Punch the right one as it comes down, and then the left one. The Chicken Stinger appears after or during this; kick it.

Turn to your left; three Wolves bound from that side, one of which is Blue. Get the third Ball and you become the Weredragon. Don't waste time with the Bolt - fly around and use the Laser Barrier to zap everything in sight. If you miss the Ball, use the same fighting techniques until you do get it.

Octeyes is tricky. Fly right up to him and start using the Laser Barrier. He might get you with the eyeballs, but if you hang back at the left side of the screen and try to shoot from a long distance, you'll lose a lot more. Try to blast him in the eyeball (the one that's still attached), then dodge around his barrage of flying eyeballs. Move in for the kill again, using the Laser Barrier the whole time. If you're fast, he never touches you.

ROUND ONE: THE ACROPOLIS

Move to the right, kicking the Slow Feet. Watch out for gravestones that shoot out of the ground! Destroy the first one. You see the Blue Wolf above you; jump and punch it to get the Spirit Ball. Finish off the stones and the Feet.

Now the Headless Horrors appear; kneel and punch or they catch you with their punches. Another Blue Wolf appears; you' should be a Super-Man unless you somehow missed the first Spirit Ball.

A few Feet and Horrors appear, and then a Skinny Orcus flies onto the screen. Lie down and kick up to get it. If you can get the third Blue Wolf, which appears just as Neff does, you are able to face him now (with a potential for 100,000 bonus points). Otherwise, keep fighting until you get a third Ball.

ROUND FOUR: THE PALACE GATES

Slow Feet and Wolves (one blue) start you out. The second blue Wolf jumps from the right, along with a Hammer Demon. The third blue Wolf appears when the statue of Neff appears in the background. Neff appears shortly after this. If you miss becoming Weretiger, there is only be one more blue Wolf before Neff's second appearance.

An alternate strategy is to try to use the Pillar of Flame on the Worm, himself. Hit him on his front edge and avoid his fireballs. If you succeed at this strategy, you are wormless even sooner, but you might be missing a life or two of your own if you mess up.

ROUND FIVE: NEFF'S LAIR

The Saw Fishes and Gory Goats are easy to dispose of. The Rad Boars must be avoided unless you're powered up, otherwise you can't reach past their clubs. And kneel to punch the Dark Unicorn; if you're standing, it connects every time.

THE SECRETS

Read on for some topper secrets:

To continue after you die, hold down A and press START twice.

For a sound test, hold the direction pad to the upper right diagonal and press A C and START at the title screen.

To select any monster on any round, hold the direction pad to the lower left diagonal and press A B C and START at the title screen.

To begin on any level, use the Round selection on the Option screen. If it doesn't work here's a trick. First press START to exit the Option Screen, then press A and START to begin the game. You're now on the level you chose!

GAME IN

688 ATTACK SUB
An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" — ho! ho!).
OVERALL 88%

AEROBLASTERS
A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
OVERALL 78%

AFTERBURNER II
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
OVERALL 90%

AIR DIVER
Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.
OVERALL 69%

ALEX KIDD IN THE ENCHANTED CASTLE
The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
OVERALL 68%

ALIEN III
A superb eight-way scrolling platform game that sees you, controlling Ripley, rescuing prisoners and blowing away Aliens left, right and centre. Superb graphics and amazing soundtracks add to the frenetic gameplay, let down ever so slightly by the repetitive gameplay.
OVERALL 89%

ALIEN STORM
An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action — experts, though, are warned that they might just find themselves finishing this prematurely.
OVERALL 78%

ALISIA DRAGOON
An enjoyable and very original platform shoot 'em up with mythological overtones. The playing area is huge and there are loads of secret screens to find. Highly recommended.
OVERALL 87%

ALTERED BEAST
"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit — it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
OVERALL 67%

AQUATIC GAMES
James Pond returns in a rather feeble multi-event sports simulation where the puns are better than the gameplay. It's all to simple, and the events are very easily mastered, leaving this with very little lasting appeal.
OVERALL 61%

ARCH RIVALS
This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.
OVERALL 40%

ARNOLD PALMER'S GOLF
This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
OVERALL 85%

ARROW FLASH
A dull and uninteresting horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.
OVERALL 46%

ASSAULT SUIT LEYNOS
This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating — there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
OVERALL 73%

ATOMIC ROBO KID
There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
OVERALL 82%

ATOMIC RUNNER
Superb, good looking, highly challenging and very addictive shoot 'em up which is different enough to be well worth the asking price. The Japanese import version of the game is known as Chelnov.
OVERALL 91%

AXIS FZ
A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
OVERALL 84%

BACK TO THE FUTURE III
A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.
OVERALL 77%

BATMAN
The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.
OVERALL 83%

BATMAN RETURNS
Large but poorly animated sprites combine with only slightly above average platform gameplay and unresponsive controls to produce an unoriginal but gothically good looking game which does take skill to complete — if you can be bothered.
OVERALL 77%

BATTLE SQUADRON
A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
OVERALL 80%

BIMINI RUN
A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a sessions it all becomes rather tedious.
OVERALL 45%

BLOCK OUT
This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
OVERALL 91%

BONANZA BROS
Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun,

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but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
OVERALL 73%

BUCK ROGERS
Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, this has enough pace and action to appeal to everyone!
OVERALL 91%

BUDOKAN
Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills — nunchuka, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
OVERALL 89%

BULLS VS LAKERS
A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.
OVERALL 83%

BURNING FORCE
Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.
OVERALL 76%

CALIFORNIA GAMES
A brilliant looking, supremely playable, multi-player game that features rollerskating, skateboarding, hackey-sacking, BMX-ing and surfing. A must for sports fans.
OVERALL 91%

CENTURION
An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
OVERALL 52%

CHUCK ROCK
A brilliant, humorous Megadrive platform game with real character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection,
OVERALL 91%

COLUMNS
Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
OVERALL 88%

CORPORATION
A highly original 3D espionage game, casting you as a secret agent out to expose corruption in the all-powerful Corporation. This is a high quality, atmospheric role-playing adventure game. Recommended.
OVERALL 86%

CRACKDOWN
Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
OVERALL 65%

CURSE
While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try out other shoot 'em ups like Hellfire or Gynoug.
OVERALL 70%

CYBERBALL
A decent conversion of the multi-player American football coin-op which features robots instead of humans, Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.
OVERALL 80%

DANGEROUS SEED
Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.
OVERALL 40%

DARK CASTLE
THE worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only redeeming feature is its unintentionally hilarious sampled sound. Don't even think about buying this unless you're a demented baboon.
OVERALL 23%

DARIUS II
A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
OVERALL 83%

DARWIN 4081
A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.
OVERALL 74%

DECAPATTACK
A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it — if you're one, check it out.
OVERALL 82%

DESERT STRIKE
The thinly disguised aim of this game is to take control of an attack helicopter and do what the armed forces should have done 12 months ago and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of original features, and is a game that no Megadrive owner should be without.
OVERALL 94%

DICK TRACY
A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
OVERALL 89%

DINOLAND
A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
OVERALL 53%

DJ BOY
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw — it's too darn easy. For coin-op fans only.
OVERALL 78%

DONALD DUCK
The action in this graphically superb platform game is fairly slow, but it's nevertheless an enjoyable game which should appeal more to beginners than seasoned veterans.
OVERALL 83%

DOUBLE DRAGON
This conversion of the beat 'em up classic is arcade perfect... except that it's too easy to beat. So unless you're a complete beat 'em up softy, this isn't really worth the money.
OVERALL 59%

DOUBLE DRAGON II
A ghastly version of the arcade beat 'em up which features inept graphics and sound and bland gameplay. Ugh!
OVERALL 30%

DRAGON'S FURY
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen — a must-buy for silverball fans. Look out for the Japanese import version. It goes under the game's original monicker of Devil Crash.
OVERALL 90%

DYNAMITE DUKE
One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
OVERALL 73%

EA HOCKEY
A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available — miss it at your peril.
OVERALL 94%

ECCO
An absolute Megadrive classic owing to the utterly original and completely addictive "swim 'em up" gameplay, strong story line, astounding Dolphin animation and fantastic sound. Definitely a contender for the best Megadrive game ever.
OVERALL 97%

ELEMENTAL MASTER

▶

GAMES INDEX

A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are five levels, and they're not that difficult to beat.
OVERALL 78%

EL VIENTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot 'em up boasting superb graphics and great blasting action. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel Empire as a Japanese grey import.
OVERALL 70%

ESWAT
ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
OVERALL 92%

EURO CLUB SOCCER
Megadrive soccer games have a history to being quite sad and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, wonky collision detection and awkward controls. As the (very) old saying goes, "try before you buy!".
OVERALL 69%

EVANDER HOLYFIELD "REAL DEAL" BOXING
What looks like a decent enough boxing game is in actual fact a small, boring, jerky sports sim with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag helps matters none either.

EX-MUTANTS
This platform beat 'em up may not look or sound much cop but on the playability stakes it's fast, responsive and damn good. Nine long and extremely tough levels ensure a challenge for any likely candidate — even with the plethora of continues. A priority purchase.
OVERALL 85%

F-22
This fighter combat simulation is truly superb. Packed with options and features, there are over 100 missions to test even the most elite of pilots — and a mission generator so you can create your own! An absolute must for anyone who's ever wished to fly a fighter bomber!
OVERALL 93%

FAERY TALE ADVENTURE
A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.
OVERALL 49%

FANTASIA
This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal. A Mickey Mouse game in the wrong sense of the word.
OVERALL 49%

FASTEST ONE
This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.
OVERALL 29%

FATAL LABYRINTH
This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.
OVERALL 51%

FATAL REWIND
Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
OVERALL 83%

FERRARI GRAND PRIX CHALLENGE
Well presented, with some skillful option, Ferrari is unfortunately marred by the fact that the actual game is extremely sad. The 3D update is awful and the gameplay terminally dull. Don't buy this.
OVERALL 45%

FIGHTING MASTER
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to select one of twelve different characters and beat the cack out of each other. It's a really fun game and is highly recommended — but do bear in mind that you do need two players to get the most out of it.
OVERALL 81%

FIRE MUSTANG
This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.
OVERALL 59%

FIRE SHARK
Also known as Tora! Tora! Tora!, this is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
OVERALL 59%

FLICKY
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!
OVERALL 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.
OVERALL 69%

FLYING SHARK
Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, featuring decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times you get those "seen it all before blues".
OVERALL 71%

FORGOTTEN WORLDS
Forgotten Worlds is a good looking one or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
OVERALL 82%

GAIRIES
An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
OVERALL 84%

GAIN GROUND
A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
OVERALL 43%

GALAHAD
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with excellent graphics and stomping sound. The gameplay is great too, with plenty to do and loads of levels to conquer. A very lastable Megadrive title.
OVERALL 86%

GALAXY FORCE
A very disappointing conversion of Sega's showpiece coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II instead.
OVERALL 59%

GAMES:WINTER CHALLENGE
Participate in eight Olympic events (speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump) in this fine winter sports fest. The graphics are a bit patchy, but overall this is a fine game that's highly recommended to sports fans.
OVERALL 85%

GHOSTBUSTERS
Featuring humorous cartoon-style graphics — some of the end-of-level ghosts are truly superb — and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
OVERALL 82%

GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
OVERALL 93%

GODS
The Bitmap Brothers' classic Amiga game hits the Megadrive in real style. The graphics and sound are truly classy, looking nothing like any other Megadrive title. The gameplay is equally good, boasting excellent puzzling action combined with top-notch blasting. Gods is only available as an import though, so be careful when buying.
OVERALL 89%

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GOLDEN AXE
Golden Axe is a perfect replica of the arcade machine which also sports additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. All together it's one of the best arcade conversions ever seen. A must!
OVERALL 94%

GOLDEN AXE II
What a con! Golden Axe II is almost identical to the original game. It follows the same formula, has virtually no new features and certainly isn't worth the money. Buy the original if you haven't already got it. If you have, look elsewhere for your beat 'em up thrills.
OVERALL 69%

GRENADA X
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. It's certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.
OVERALL 80%

GRANDSLAM TENNIS
Also known in the US as Jennifer Capriati Tennis, this good-looking sports sim is almost as good as Super Tennis on the Super NES. Great intuitive gameplay is only let down only the slowness of the players.
OVERALL 85%

GREEN DOG
Sega's newest hero stars in a superb looking, but ultimately dull platform game which suffers from a lack of variety and few original features. It's also far too easy, and platform fans should crack it within a day or so.
OVERALL 49%

GREYLANCER
From the same team that brought us the brilliant Gynoug, Greylancer had the potential to be completely mega. Unfortunately, the blasting action is just so dull and unoriginal, you'll be turned off the game extremely quickly. Boo!
OVERALL 48%

GYNOUG
Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blasters available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
OVERALL 92%

HARD DRIVIN'
The arcade game was fun, which is more than can be said for this conversion. Suspect handling, poor gameplay and unrealistic 3D update conspire together to make this a yawnsome experience. Add in the low, low difficulty level and you've got a veritable Robin Reliant of a race game.
OVERALL 51%

HARDBALL
A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.
OVERALL 75%

HEAVY UNIT
Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.
OVERALL 85%

HELLFIRE
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire — it might not looks as good as Thunderforce III, but it's simply a much better game.
OVERALL 93%

HERZOG ZWEI
A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.
OVERALL 76%

HOME ALONE
This is a very strange game. Guide Kevin (aka Macaulay Culkin) around the district on his snow sled, protecting each house by setting up traps for the unwary burglars. Home Alone is certainly a different game, but it's dull, slow and very repetitive. Not recommended at all.
OVERALL 43%

INSECTOR X
The game is fun at first — and the slick graphics and decent sound certainly add a little to the excitement — but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.
OVERALL 74%

JAMES BOND 007: THE DUEL
Similar in concept to Alien 3, it's your job to guide James Bond around the scrolling platform environment resucing ladies and doing battle with assorted shadow guards and major Bond meanies (like Baron Samedi, Oddjob and Mayday!). The problem here is a very frustrating lack of response and not a lot of variety between the levels. Out of the two games, Alien 3 is the more appealing buy.
OVERALL 66%

JAMES POND
A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
OVERALL 77%

JEWEL MASTER
A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.
OVERALL 55%

JOE MONTANA'S FOOTBALL
A pretty good football game, but has neither the depth, the options nor the challenge of John Madden's Football. Go for Madden's — or if you're after something different, Joe Montana II.
OVERALL 73%

JOE MONTANA SPORTSTALK FOOTBALL
This is truly a showpiece game. Featuring the most speech ever heard in a home videogame, Joe Montana Sportstalk Football is a very enjoyable American football game which actually gives you a running commentary while you play! John Madden's Football '92 is the best American football game by far, but this is original and different enough to still be a very worthy purchase.
OVERALL 83%

JOHN MADDEN'S FOOTBALL
Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting. With its two-player option, and multiple modes of play, this is a game which will keep you entertained for months.
OVERALL 94%

JOHN MADDEN'S FOOTBALL '92
Featuring new teams, higher difficulty level and plenty of gameplay tweaks, this sequel does the impossible and improves upon the original to become the best Megadrive game yet seen! An essential purchase.
OVERALL 96%

JOHN MADDEN FOOTBALL 93
Sadly the bubble's burst with this one, because although not bad in it's own right, it has nothing new to offer compared with the '92 version, in fact it's worse! Do yourself a favour and get one of the predecessors.
OVERALL 89%

JORDAN VS BIRD
Don't be fooled by the star names. This isn't basketball — it's a cut-down one-on-one version. To its credit it has many options to tweak with, but this doesn't stop the game from being dull and boring to play, with very little in the way of fun offered. Avoid,
OVERALL 40%

KID CHAMELEON
A nice-looking platform game which combines elements of Mario and Sonic and some of its own neat touches to great effect. The only problem is that its too easy, and platform fans should be able to complete it quickly. Novices should revel in its action, though.
OVERALL 78%

KING'S BOUNTY
A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
OVERALL 71%

KLAX
Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
OVERALL 85%

KRUSTY'S SUPER FUNHOUSE
Krusty's got a problem. His TV Funhouse has been infested with rats and he's got to get rid of them — NOW! This is sort of like

Lemmings in reverse, the object being to guide thick creatures to their doom rather than rescue them. The graphics are skill, the sound cool and the gameplay highly addictive. Go get it!
OVERALL 90%

LAKERS Vs CELTICS
An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.
OVERALL 89%

LAST BATTLE
Amongst one of the first Megadrive games to appear, this is a failure on two counts:it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
OVERALL 32%

LHX ATTACK CHOPPER
A truly involved Megadrive flight sim from the people who brought you F-22 Interceptor. This isn't as exciting as F-22 in terms of dogfighting excitement, but it's a whole lot better both as strategy game and as flight sim. Highly recommended.
OVERALL 89%

LOTUS TURBO CHALLENGE
Graphically and sound-wise this driving game's a bit of a dog but on the playability and lastability fronts it's a serious winner — especially in two-player mode. Even by yourself it's a challenging winner with the mass of different tracks and near impossible time limits. Definitely worth a bash.
OVERALL: 84%

M1 ABRAM'S TANK
A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
OVERALL 81%

MARBLE MADNESS
A perfect conversion of the classic arcade game in which one or two players guide a marble over six wacky landscapes. It doesn't take long to complete, but it's such fun you still keep going back to beat your record scores.
OVERALL 88%

MARIO LEMIEUX HOCKEY
A decent ice hockey game that's completely overshadowed by the far, far superior EA Ice Hockey. Try that one first and this one second.
OVERALL 76%

MEGA-LO-MANIA
The definitive Megadrive strategy game. Action, strategy, originality and humour contained within the nine massive extremely tough levels to produce a great-looking wonderfully addicative game. An essential buy.
OVERALL 94%

@HEADLINE:MEGATRAX
A very disappointing version of the enjoyable quad-bike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.
OVERALL 33%

MERCS
An excellent up-the-screen action shooter in which you guide a lone commando against hordes of enemy soldiers. There are two games in this cartridge, one a stunning conversion of the coin-op and the other a completely new Mercs game with seven never-before-seen levels. A must for blasting fans.
OVERALL 88%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
OVERALL 93%

MIDNIGHT RESISTANCE
A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
OVERALL 85%

MIGHT AND MAGIC
An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
OVERALL 81%

MIKE DITKA'S POWER FOOTBALL
A cross between Joe Montana Football and John Madden's Football, but not as good as either.
OVERALL 72%

MOONWALKER
With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
OVERALL 85%

MUSHA
Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
OVERALL 71%

MYSTIC DEFENDER
Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
OVERALL 63%

NEW ZEALAND STORY
New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OVERALL 89%

NHLPA HOCKEY
Basically this is EA hockey with a few knobs on. To be honest, the original game is simpler and better! It's cheaper too!
OVERALL 90%

OLYMPIC GOLD
Olympic Gold proffers the player a measly six Olympic events. These are Hammer, Pole Vault, Diving, 100m Sprint, Swimming and 110m Hurdles. While it's fun and very polished, there's not much in the game to keep you coming back and surprisingly, there's no simultaneous two-player mode! It's also a case of there being little in the way of originality. You've just seen it all before.
OVERALL 70%

OUTRUN
This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat — it's so easy even a complete dumbo can complete it within a couple of goes.
OVERALL 69%

PACMANIA
Pac's back in this forced perspective dot-gobblin' extravaganza! A very simple game concept which still provides plenty of enjoyment even after a decade!
OVERALL 86%

PAPERBOY
Looks nigh on perfect, but this conversion is sadly flawed in the gameplay department — the bike doesn't handle well and the collision detection is all over the shop. With more rigorous playtesting this could have been a winner. As it stands its fun is marred by its foibles.
OVERALL 72%

PGA TOUR GOLF
Used to be the best golf game available on any system but it's sequel has pipped it at the post. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
OVERALL 93%

PGA TOUR GOLF II
Undupitably the best golf game on any system ever. Originally intended as just an update of the original it's in fact, far, far better in every way. Do not miss under any circumstances.
OVERALL 95%

@HEADLINE:PHANTASY STAR II
There's certainly a big challenge in store in this massive menu-driven adventure, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks, Arcade fans will soon become bored due to the lack of immediate action.
OVERALL 78%

PHANTASY STAR III
Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!
OVERALL 89%

PHELIOS
Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least — even though it has crap graphics.
OVERALL 77%

PITFIGHTER
Take control of a kick boxer, wrestler or kung-fu expert and enter the pit to fight all manner of 'orrible street hoodlums. The graphics are a bit poor in places, but this conversion successfully captures the spirit of the coin-op and should appeal greatly to beat 'em up fans.
OVERALL 81%

POPULOUS
Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.
OVERALL 91%

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GAMES INDEX

RAIDEN TRAD
A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.
OVERALL 79%

RAINBOW ISLANDS
Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
OVERALL 86%

RAMBO III
In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great graphics and thumping good sound, Rambo certainly backs a punch.
OVERALL 87%

REVENGE OF SHINOBI
This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.
OVERALL 94%

RINGS OF POWER
EA have tried to inject new life into the RPG formula, but have sadly ended up with a vacuous zombie of a game. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.
OVERALL 41%

RISKY WOODS
A reasonably challenging platform quest which looks pretty good but there are a lot better buys of the same genre to be had. Best left alone.
OVERALL 74%

ROAD RASH
Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
OVERALL 92%

ROAD RASH II
This game plays much the same as the original Road Rash, but crams in more bikes, more weapons and even more dangerous races! What's more, there's also a brilliant split-screen two-player mode to liven up the proceedings. If you own Road Rash, there's not much point buying this — it's more of an update. However, if you're after the greatest Megadrive road racer, look no further.
OVERALL 93%

ROBOCOD
One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the piscine hero against the robotic hordes of Doctor Maybe. Stick it on the top of your shopping list.
OVERALL 95%

ROLLING THUNDER II
An enjoyable platform-based shoot 'em up romp on the arcade game of the same name. With two-player action, a tough challenge and a neat password system, this is well worth checking out.
OVERALL 85%

SAINT SWORD
Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.
OVERALL 72%

SHADOW DANCER
Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.
OVERALL 59%

SHADOW OF THE BEAST
A slow but enjoyable platform game whose onus is more on exploration and puzzle-solving than any sort of combat. The rather plodding action means that this isn't for everyone, so look before you leap into your wallet.
OVERALL 82%

SHINING IN THE DARKNESS
A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
OVERALL 72%

SIDE POCKET
This overhead-view Pool simulation is a decent enough simulation of the American version of the sport. However, the ball movement seems to be a tad unbelievable at times and the game does grow quite dull in one-player mode. However, in the office, Side Pocket turned into quite a popular game — in two-player mode. Pulling off a jammy shot in front of your mates is an excellent laugh! If you're into the sport, and have no shortage of human opponents, give it a try.
OVERALL 75%

SLIME WORLD
An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the eponymous Slime World of gems and other valuable items. The controls are cumbersome, the audio/visuals dull, but the game has plenty to do and is quite fun in two-player mode.
OVERALL 70%

SMASH TV
A decent conversion which suffers from poor controls and slightly dodgy collision detection. Die-hard Smash TV fans should enjoy the action, but others won't find the blasting action partciularly addictive.
OVERALL 72%

SOKO BAN
This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.
OVERALL 78%

SONIC THE HEDGEHOG
Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
OVERALL 90%

SONIC THE HEDGEHOG II
Sonic's back in his greatest adventure yet! Take the best graphics you can imagine, add some funky soundtracks, mix well with fast and highly playable gameplay and you have the best platform game for the Megadrive! Luckily, most of the faults of the original seem to have been rectified, especially the difficulty level. The split-screen two-player mode adds a few laughs too. An essential buy.
OVERALL 96%

SPACE HARRIER II
Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. For fans of the coin-op only.
OVERALL 76%

SPEEDBALL II
A rough 'n' tough futuresport simulation in which you guide a team of psychos into battle against other similar groups of marauding nutters. With loads of options, a league system, excellent two-player option and decent one-player challenge, this is one that sports fans should look up as soon as possible.
OVERALL 88%

SPIDER-MAN
Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
OVERALL 91%

SPLATTERHOUSE II
A reasonable enough adaptation of the gruesome (?) Namco coin-op, this horizontally scrolling beat 'em up fails because the controls are sluggish, making the gameplay very frustrating.
OVERALL 73%

STAR CONTROL
Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
OVERALL 90%

STAR FLIGHT
Like Buck Rogers, this looks like a boring load of old RPG toss, but it's not. It's a massive, highly involved and thoroughly enjoyable space flight/exploration/RPG-style game. It might not sound or look like fun, but give it a go — you'll be surprised as to just how brilliant the game is (and it keeps you playing for weeks and weeks, rather than a few days like most arcade games do).
OVERALL 94%

STORMLORD
Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department.
OVERALL 57%

GAMES INDEX

STREET SMART
A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.
OVERALL 55%

STREETS OF RAGE
Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
OVERALL 92%

STREETS OF RAGE II
The best scrolling beat 'em up ever to hit a home console. Basic playability's similar to the original but the execution is far superior. Bigger, faster, brighter, better in every region just about sums it up. An absolute must for your collection.
OVERALL 94%

STRIDER
The graphics and sound are nigh on arcade-perfect, and packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan — and its multiple difficulty levels means that it won't become boring quickly.
OVERALL 91%

SUPER HANG-ON
Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without, especially with its new £19.99 price tag.
OVERALL 89%

SUPER HIGH IMPACT
This is an accurate enough conversion of the original American Football coin-op, but the probem is that the concept is just complete cack and fails to match the Madden series in any way whatsoever. Doh!
OVERALL 39%

SUPER HYDLIDE
This is a potentially excellent role-playing game, let down by the fact that the graphics are rubbish and the game is near impossible to get into. Sword of Vermilion, Buck Rogers or Phantasy Star III are far more worthy buys.
OVERALL 40%

SUPER LEAGUE BASE-BALL
The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and laffs.
OVERALL 80%

SUPER MONACO GP
This incredible race game is not only a superb conversion of the brilliant coin-op but also features a full extra game in which you race top drivers around eighteen different Grand Prix circuits. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
OVERALL 94%

SUPER MONACO GP II
This follow-up to one of the best Megadrive games ever is surprising in that it is so very similar. The only differences are in the range of new options, including a one-on-one race with Ayrton Senna and an Ayrton Senna advice corner. It's better than the first game, but if you already own that, there's no point buying this.
OVERALL 87%

SUPER OFF-ROAD
Based on the Leland coin-op, this one or two-player single screen racer is quite a laugh. Highly polished and very playable, it's a must for people after a decent Super Sprint style game.
OVERALL 83%

SUPER REAL BASKET-BALL
The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again. With excellent graphics — the animation on the players is particularly good — and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.
OVERALL 81%

SUPER THUNDERBLADE
This was one of the first ever Megadrive games, and three years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges.
OVERALL 69%

SUPER VOLLEYBALL
Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
OVERALL 61%

SUPREME COURT BAS-KETBALL
A fairly decent isometrical 3D scrolling basketball game with polished graphics and sound, Supreme Court Basketball is let down by a real lack of excitement and problems with the logic of your other players. Take a look at Bulls vs Lakers.
OVERALL 78%

SWORD OF SODAN
Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
OVERALL 55%

SWORD OF VERMILION
Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
OVERALL 87%

TALE SPIN
A great looking platform game, enhanced by the unexpected shoot em up section but utterly blighted by ridiculous programming flaws. Even the two-player mode sucks big lemons because Kit always plays second fiddle to Baloo. A great licence spoilt by careless lack of playtesting.
OVERALL 59%

TALMIT'S ADVENTURES
A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. Look out for the game under its Japanese pseudonym, Marvel Land.
OVERALL 83%

TAZ-MANIA
A brilliant interpretation of the cartoon character, Taz-Mania is blessed with some of the best graphics seen on the Megadrive — capturing the spirit of the character perfectly. It's great fun all the way, spoiled only by the difficulty (or rather the lack of it). When will Sega start making their games harder?
OVERALL 81%

TECHNOCOP
There are two sections to each mission in this rancid Razorsoft game. The first part of the game involves chasing criminals along a poorly-defined 3D road, while the second part is a sad scrolling effort when Technocop blasts his suspect out of all the known dimensions. Boring in the extreme, Technocop should never be part of anyone's cartridge collection.
OVERALL 49%

TECMO WORLD CUP
A disappointing, uninspiring and simplistic game of football based on Tecmo's moderately successful coin-op. The main problem is that the game is very easy to beat — even on the top difficulty setting! The poor graphics and sounds are two more own goals, and the final result is a game that you won't be over the moon with.
OVERALL 47%

THE TERMINATOR
Based on one of the most popular films of the '80s, the Terminator would be a brilliant scroll-along platform game where it not for one thing. The game is just to easy to complete. Every difficulty setting presents no challenge whatsoever, making The Terminator a very short (albeit sweet) experience.
OVERALL 43%

TERMINATOR II: THE ARCADE GAME
One of the first decent Menacer games we've seen, this offering has stonking graphics and more things to blow up than Jaz has ego, and follows the film storyline fairly closely. But as a joypad experience it's awkward to control, too easy to complete and quite frankly, dull.
OVERALL 75%

TEST DRIVE II:THE DUEL
An accurate simulation of driving three of the fastest sports cars in the world has loads of potential. Unfortunately, this game flushes it down the toilet with its combination of crappy graphics, nauseating sound, ropey collision detection and awkward controls.
OVERALL 57%

THUNDERFORCE II
Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
OVERALL 81%

THUNDERFORCE III
The Rynex fighter is back in a six-level graphical tour-de-force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a

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superb shoot 'em up which is highly recommended.
OVERALL 89%

THUNDERFORCE IV
The follow-up to one of the greatest Megadrive blasts is just as good as its predecessor, with more worlds to explore and even more spectacular graphics. The gameplay though, doesn't actually seem that different from the last Thunderforce outing though...
OVERALL 89%

TOEJAM AND EARL
A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches — both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
OVERALL 87%

TOKI
The arcade game was brill, but the programmers have managed to ruin this conversion by completely changing the maps and screen layout around. The end result is a plodding, very easy, occasionally frustrating platform game which only demented baboons will enjoy.
OVERALL 47%

TONGUE OF THE FATMAN
The graphics and animation of this one-on-one beat 'em up are utterly superb. However, these are let down by the gameplay, which is far too easy. Check it out by all means — if just to see the graphics — but play before you buy.
OVERALL 71%

TRUXTON
Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
OVERALL 82%

TURBO OUTRUN
Apart from being a titchy bit harder than Outrun (not difficult since that game was as difficult as poking a hole through wet bog roll), every other aspect of this sad shambling mockery of the classic arcade game is miles worse. A grand disappointment of the highest order.
OVERALL 42%

TURRICAN
A fairly enjoyable platform/shooting game which has one flaw — it starts out fairly tricky, but gets easier the further you go!
OVERALL 73%

TWIN HAWK
Yet more Megadrive vertically scrolling malarkey, with the usual assortment of power-ups and end-of-level bosses. Twin Hawk is very average indeed, adding nothing to an already overtired genre.
OVERALL 60%

TWINKLE TALE
This game is an excellent scroll-along shoot 'em up, reminiscent of the decent Elemental Master (reviewed elsewhere). It's got an excellent graphical style with fast and furious action. The only problem is that you can get really far into the game with no real effort. Luckily it does get tougher later on. Blasting fans should take a look.
OVERALL 88%

TWISTED FLIPPER
A good pinball simulation all right, Twisted Flipper is let down by the fact that the gameplay is just a bit too repetitive. For the ultimate in pinball excitement, check out Dragon's Fury/Devil Crash.
OVERALL 74%

TWO CRUDE DUDES
An enjoyable horizontally scrolling one or two-player beat 'em up marred slightly by rough graphics and repetitive play. Fans of the coin-op will love it, otherwise try before you buy.
OVERALL 79%

ULTIMATE TIGER
Yet another vertically scrolling shooting game, Ultimate Tiger is a pretty decent conversion of the ageing coin-op. Although completely unoriginal, Ultimate Tiger is still quite playable and well worth a look.
OVERALL 81%

VAPOR TRAIL
Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
OVERALL 70%

VERYTEX
Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
OVERALL 73%

WARDNER
Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare — dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
OVERALL 75%

WHERE IN TIME IS CARMEN SANDIEGO?
A decent enough "edu-tainment" title oozing originality. Unfortunately, educational as it may be, the gameplay is very dull indeed, putting you off the game very quickly.
OVERALL 63%

WHIP RUSH
Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available — try something like Truxton or Thunderforce III rather than wasting your cash on this.
OVERALL 48%

WONDERBOY III
Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.
OVERALL 47%

WONDERBOY IN MONSTERLAND
Not outstanding in the graphics or sound department, this Wonderboy game more than makes up for its deficiencies with marvellous gameplay, a massive map and plenty of enjoyable brain-teasing puzzles. A must for Wonderboy fans.
OVERALL 88%

WORLD CUP SOCCER
Soccer games are few and far between on the Megadrive, and unfortunately, this is not particularly brilliant and it's very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game, but if you're a good games-player don't forget about that low, low difficulty level.
OVERALL 64%

WORLD OF ILLUSION
Mickey and Donald star in this veritable treat of a platform game which although fairly easy, looks so great with fab sprites and incredible animation and plays so marvelously well, it will keep you coming back again and again. Well worth a look.
OVERALL 91%

WRESTLE WARS
A topper wrestling game which features plenty of moves, fun gameplay and throws aplenty — the two-player game is particularly fun. If you like grappling sweaty men, make this worth a look.
OVERALL 75%

WWF SUPER WRESTLEMANIA
Definitely the best wrestling game around at the moment with a good range of moves and reasonable animation but in one-player mode it tends to get a bit samey quite quickly. A must though for WWF fans.
OVERALL 80%

XENON II
A massive success on the Amiga, but not quite so hot by Megadrive standards, this graphically impressive vertically scrolling shoot 'em up has enough neat touches to appeal to hardcore shoot 'em up addicts.
OVERALL 82%

XDR
This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting.
OVERALL 47%

ZANY GOLF
This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.
OVERALL 80%

ZERO WING
A tough and thoroughly enjoyable scrolling shoot 'em up. There are loads of this type of game on the Megadrive, but alongside Gynoug and Hellfire, this is one of the best.
OVERALL 91%

ZOOM
Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.
OVERALL 45%

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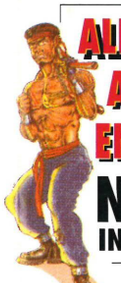

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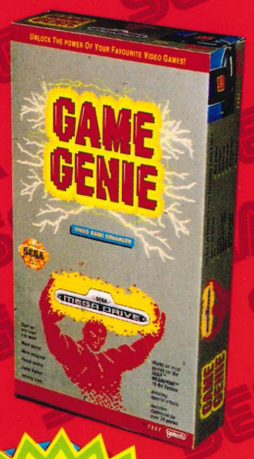

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